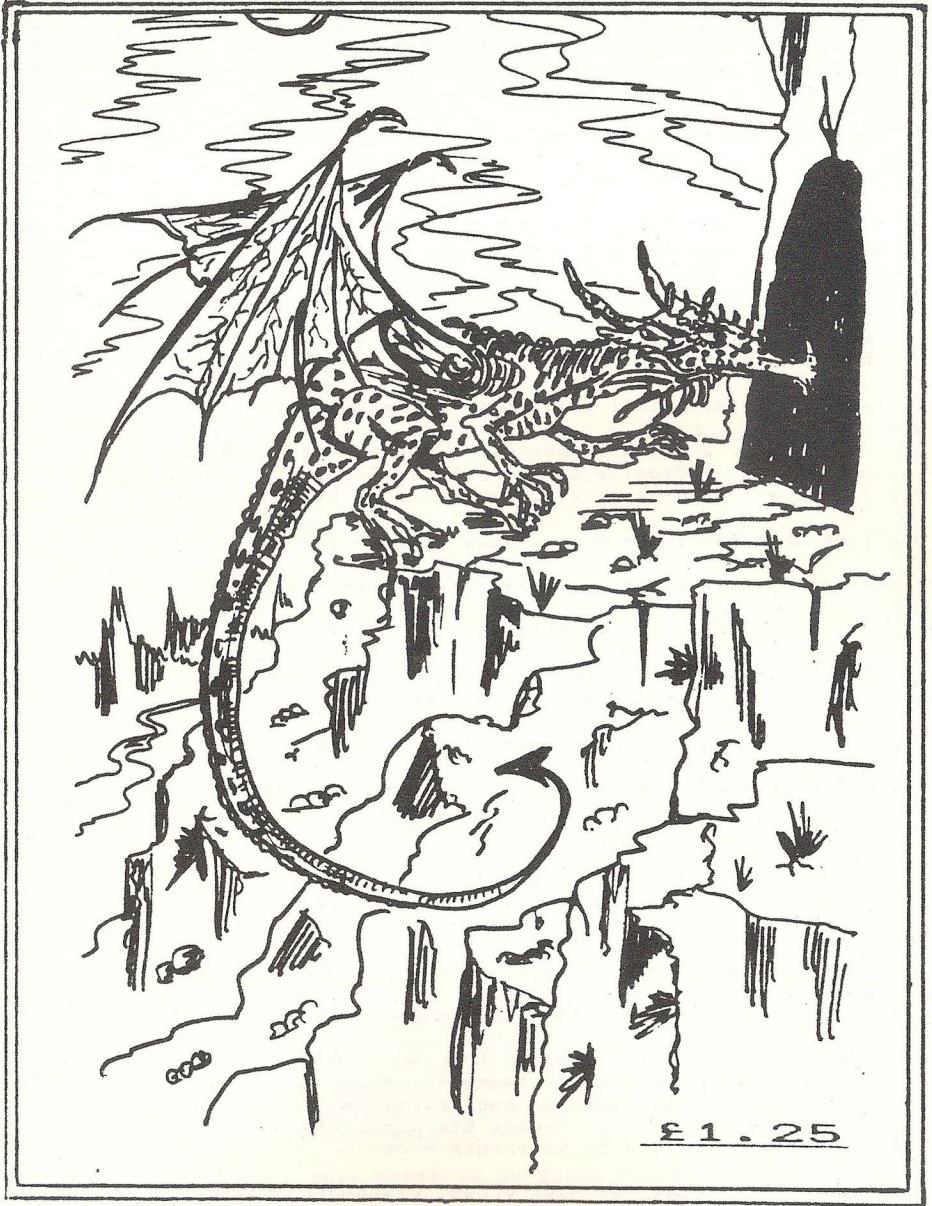


龍皇の現世と神代  
神皇正統記



# COPYRIGHT

Copyright on anything which does not carry the writer's name belongs to Adventure Probe. Copyright on all other items lies with the writer as Adventure Probe does not pay for contributions. Readers whose work is printed in the magazine continue to hold copyright on all material written by them, and are free to use it elsewhere ... it still belongs to them,

If you write to Adventure Probe it will be assumed that the letter is for publication in the letters pages unless marked "Not for publication". If you require a reply other than with the magazine, it would be helpful if you send a S.A.E. as the postage bill is rather high.

\*\*\*\*\*

## \*\*\* SUBSCRIPTIONS \*\*\*

Copies can be ordered month by month if you wish, or you can order up to TWELVE months in advance. Prices are shown below:-

United Kingdom	.....	£1.25 per copy
Europe (Incl. S. Ireland)	.....	£1.75 per copy
Rest of World (Surface Mail)	.....	£1.75 per copy
Rest of World (Air Mail)	.....	£2.00 per copy

All back copies are still available commencing with Issue 1 June 1986.

Issues 1, 2 and 3 at 50p each (75p Europe, £1 R.O.W.)

Issues 4 to 19 inclusive at £1 each (£1.50 Europe, £2.00 R.O.W.)

Vol II Issue 1 onwards at £1.25 each (£1.75 Europe, £2.00 R.O.W.)

Small amounts can be paid in stamps to save poundage if you wish.

\*\*\*\*\*

## \*\*\* ADVERTISING RATES \*\*\*

Private advertisements in the In-Touch section of Probe are free to subscribers. Trade prices are as follows:-

Full page - £5, Half page - £3, Line ads 3p per word.

\*\*\*\*\*

## \*\*\* PHOTOCOPYING \*\*\*

A4/A5 Single sided - 5p per sheet

A4/A5 Double sided - 8p per sheet

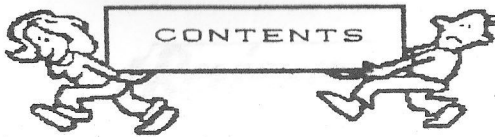
Reduction from A3 to A4 or A4 to A5 - 5p per sheet

Add 10% for return postage. Minimum order of 10 sheets.

\*\*\*\*\*

ADVENTURE PROBE is distributed on the 1st to 5th of each month. Copy date for contributions, advertisements etc. 14th of each month. Please send all correspondence, subscriptions etc. to the Editor. Please make all payments in Pounds Sterling. Cheques/F.O's should be crossed and made payable to Adventure Probe.

EDITOR Mandy Rodrigues, 24 Maes y Cwm, Llandudno, Gwynedd LL30 1JE.



Editorial ..... Page 4

Software Reviews ..... Page 5

Progress Or Full Circle? ..... Page 16

Adams Amsters III ..... Page 19

Golden Oldies ..... Page 22

Puzzle Page ..... Page 26

Letters ..... Page 27

In-Touch ..... Page 32

Help Wanted ..... Page 33

The Saga Of Macdon..... Page 34

Only Joking! ..... Page 37

Serialised Solutions ..... Page 38

Hints and Tips ..... Page 40

Objects And Their Uses ..... Page 41

Getting You Started ..... Page 42

Precision Corner ..... Page 42

Solution Of The Month ..... Page 43

Kings And Queens Of The Castle ..... Page 46

Bugs And Amusing Responses ..... Page 46

Telephone Helplines ..... Page 47

Jack The Hacker ..... Page 48



HALL OF FAME



Sincere thanks to the following readers for sending in contributions over the last month:

- Mike Brailsford, Christopher Hester, Doreen Bardon, Nic Rumsey, Paul Brunyee, Linda Wright, Steve Coomber, Bob Adams, Brian R. Pell, Colin Harris, Jay Gee, Neil Shipman, Pete Gerrard, Sam Dart, Paul Cardin, Graham Collier, Steve Lodey, Tom Frost, John Wildey, Richard Batey, Joy Birley, Neil Talbott, Barbara Gibb, Vince Barker, Alf Baldwin, Phillip Reynolds, John Schofield, Joan Pancott, June Rowe, The Grue, John R. Barnsley and Silvia Janssen.

The lovely cover picture this month is by Brian R. Pell.

# Editorial



Welcome to Volume 11 Issue 11 of Adventure Probe.

First some good news. It is always sad when an Adventure Club or magazine has to fold so I was very pleased to learn that one of our readers, Paul Avis, has stepped in to rescue the ex S.A.E.C. This now goes under the name of The Spectrum Adventure Swap Club. This is great news for all Spectrum adventurers, especially ex S.A.E.C. members. So if you have finished with that adventure why not swap it for another? For full details write to Paul Avis, S.A.S.C., 49 Hewitt Road, Hamworthy, Poole, Dorset, BH15 4QB. Quite a number of you have written in to ask that I bring this to the attention of other readers and I am very happy to do so. I wish Paul every success.

I have had a sneak preview of the latest adventure by Tartan Software. Tom Frost kindly sent me a pre-production copy of The Gordello Incident which should be ready for sale by Christmas or early in the new year. This adventure has the player controlling two characters as in Tom's adventure, Double Agent, with the familiar split screen showing where each character is located but, in The Gordello Incident Tom has taken a great leap forward with very exciting results! The two characters you control are Clones of yourself, I say main characters because there are lots of other characters who pop in and out of the various locations to add lots of atmosphere and interest. Your two clones, however, have very decided opinions of their own and if you hang around too long in one location without doing anything constructive your clone is liable to inform you that he's had enough hanging around, give you an amusing quip, and head off in another direction with you in tow. But the clones are also helpful as they do keep you informed of what is going on around them and will interrupt to flash you a message even if you are in the middle of an input! Very cleverly done! Not just a very enjoyable adventure but a brilliant piece of programming. I can hardly wait to get my hands on the finished version so a full review can appear in Probe. I have come across characters who run off with a precious object in an adventure before but this is the first time that I've come across one who can take an object whilst you are in the middle of typing "Get Object"! This new innovation in adventuring is certainly going to keep you busy for a long time. Spectrum owners should watch out for this one - you are in for a real treat!

Many of you have written in to say how much they enjoyed the article on The Art Of The Maze by Roger White. The next article in the series will be in the December issue so watch out for it.

Tony Bridge, Andy Moss, Ken Matthews and Pete Freebrey have very kindly given 'Probe' favourable mention in their adventure columns recently - my thanks to them for their efforts. It helps tremendously and is encouraging to have their support. I must say that it is great to see the Grand Elf in the new Games Week with a full two pages of adventure news and help. Nice to have you back Tony, we have missed you.

Hope you enjoy this issue. See you all again next month in the December issue. Oh, and don't forget to send in some contributions with a Christmassy flavour!

Mandy

\*\*\*\*\*

# Reviews

## THE UNINVITED

(ICOM Simulations via Mirrorsoft)

A Review by John R. Barnsley - Atari ST

The very title of this piece of software conveys the doom ridden gothic atmosphere which pervades the game. Shades of Lovecraft, Poe and King stare down upon the house to which you have NOT been invited! The packaging, which is similar to that of Balance of Power, comes in the form of a hard backed book which doubles as disc holder and instruction manual. The tone of the book is a cross between Vincent Price and Rocky Horror, a form of supernal levity and gallows humour which may not endear it to those of delicate dispositions.

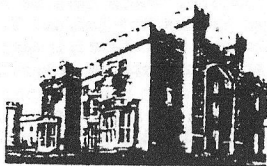
(I was impressed to note that there are instructions to optimise the dual disc drive capabilities and feel that the game is irritatingly full of "change disc" messages for us single drive owners!!). The loading screens are full of foreboding and good doom-laden colouring. Although the house would seem to be the standard Arkham house of Lovecraft it has been situated by Loch Ness.

Your object is to enter the house, find your brother, and phone for a taxi since, as in all good horror stories, your car is inoperable following a crash. The controls to this adventure are through GEM by clicking items you can move, open, examine and operate them at will. It is this use of detailed GEM compatible art and menu bar commands that makes the game novel. In the first place the artwork has to be detailed since there is no descriptive narrative until the object is clicked on by the user. Some descriptions are lightly humorous others are downright blood-curdling, coupled with use of sampled sound effects an altogether Hammer atmosphere exudes from the monitor screen. Secondly there is an ease of 'getting' or 'dropping' items that I have never experienced, since each person, container or room has its own inventory window and moving objects is simply a matter of dragging things around and dropping them in the appropriate window. Thirdly the ability to manipulate objects on screen can give the most entertaining effects, try for example running round in the wheelchair, it will even hang off the ceiling!

This is a novel approach to adventures, seen earlier in a game called Deja-Vu.

I thoroughly applaud the system and think it must be what the window system and GEM were written for - besides desk accessories work with it as well. My only warning to those considering the purchase, is that some of the graphics are horrific skeletal heads and zombies abound. There is a strong supposition that players are aware of the nuances of the supernatural and so some background reading is recommended to the neophyte. All in all a ripping good adventure with laughs and chills in fairly even mix.

(Note: Prices vary.....bargains currently available from mail order firms as low as 14.95 in some cases!!)



This is the latest game from Linda Wright and is for the 128K Spectrum only. The game is text only but you do get some graphics of objects, e.g. letter, bus timetable, local map.

You are a junior reporter on the staff of the Lowsea Gazette. One morning, sitting at your desk sorting through the post, you find a letter from a Miss Myrtle, who lives in Puddlecombe. She reports rumours of a strange beast seen on the moor and thinks that the Gazette might be interested in investigating the mystery. You show the letter to your editor and he tells you to cover the story, bringing back photographs if possible. The photographer is off sick so you will have to manage the best you can. He gives you a fiver out of the petty cash for expenses and tells you to get going. You consult the timetable in your desk and catch the bus to Puddlecombe.

On arrival at Puddlecombe, you must discover what time events take place, when the mobile library will be there, what time you can visit the church and when the offices, the store, the Tea Shoppe and the pub are open. Reading the various notices and talking to the people will give you all the information you need. Then you must visit the various locations to collect all the items you will need to survive on the moor. A leaflet in the Ranger's house will give you this information. Some of the items can be seen, some will be found by examination, some can be bought at the village store and some will be given to you by various people but only if you ask them the right questions or perform a service for them. Be careful with your money, you have only just enough for essentials.

Once you have everything you need, you can set out for the moor. Make sure you are wearing a waterproof garment or you will soon be drenched by the rain and sent back to the village. Also carry the map or you will get lost on the moor. Remember that it starts to get dark at 6.40 p.m. and you must reach the shelter of the Shepherd's hut by that time, and you have to find a way to cross the flooded river to get there. Wandering around in the dark will result in a broken leg and the end of the game. Spend the night in the hut and track down the beast and take your photographs first thing the next morning.

The game is played in real time which is displayed at each location. A minute ticks by each time you make a move. To complete the game, you must be in the right place at the right time, if you miss anything, there is no going back and some locations can only be visited once. However, there is a Ramsave/Ramload facility, so it is advisable to save the game when you reach Puddlecombe. Then you can explore the village and decide in which order locations should be visited. You have 7 hours and 55 minutes from the time you arrive at Puddlecombe till it gets dark at 6.40 p.m. so you must make 475 moves before you can sleep for the night. This is far more than you need, so you will have time to spare. I would have liked to have the WAIT command programmed so that you could wait say 5 or 10 minutes at a time. I reached the hut before 5 p.m. and had to enter "WAIT" a hundred times to take me up to bedtime. There is also a hug in the game at this location, even though I was in the hut and had lit a rice warm fire, I had to sleep in my wet clothes, because if I removed the kagoule, I was being drenched by the rain and sent back to the village.

Despite these few criticisms, I thought the game was well written and I did enjoy playing it. It is not too difficult, so I would recommend it to beginners and experienced adventurers alike.

# THE INNER LAKES

\*\*\* \*\*\*\*\*

by PAUL CARDIN

£1.99

\*\* \*\*\*\*\*

\*\*\*\*\*



I am reliably informed that angling is the most popular pastime in the U.K. .... rising head and shoulders above its nearest rivals .... and I quite believe it .... I have a brother and a brother-in-law who are both dotty about the sport!

Personally, however, I've always failed to understand the inherent fascination that standing on wet and windy riverbanks seems to hold for so many people. They spend all day attaching small, wriggly creatures onto equally small, sharp hooks .... and then they toss both hooks and wriggly creatures out into the water .... a process which eventually leads (if Lady Luck is smiling) to the capture of a couple of bite-sized aquarium specimens .... which are then slid carefully back into the water when it's time to go home! A more pointless exercise, I have yet to imagine!!

And they tell you that adventurers are nuts?!? Sheesh!!!!

But perhaps I'm missing something?

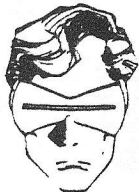
Anyway, Paul Cardin has now written this adventure which revolves around fishing and a bid (by you) to catch a record-sized fish. This would seem to indicate that he is both an adventurer and a fisherman .... in other words, a very sad case indeed!!!

But, I'm pleased to say, the adventure is much more enjoyable than standing on wet and windy riverbanks .... in fact, it is very good!

You start like so ....

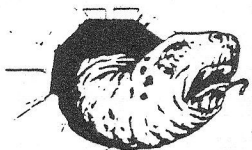
"Welcome to THE INNER LAKES and the starting point of your quest to catch the Irish Record tench. After a long, exhausting journey, you have finally arrived. You will need insight, skill and determination to succeed .... the following angling terms should be used when fishing .... "CAST IN", "REEL IN", "STRIKE". (Input "C" for Credits). Good luck and tight lines! Go South ...."

Unfortunately, that's all the scene-setting you get .... unless the author intends to include other information which wasn't supplied to me .... which is a great pity as, I would have thought, the combination of Ireland and fishing provides a unique opportunity for some outlandish yarn-spinning to get the player in the mood for the adventure to come.



Anyway, following the short introduction, you begin to explore your surroundings and you soon discover that you are in a lakeside village by LOUGH REE .... and that matters of personal hygiene require your urgent attention! Hopefully, this will not prove to be a serious hindrance to your progress and you will shortly find the game opening up to you.

You'll soon find yourself meeting Noel Duffy, the owner of the Lough Ree Arms .... and his charming wife, who appears to be a



little careless. The morose customer in the bar could possibly help, but he seems unwilling to talk to anyone at present. And then there are the more usual obstacles to be overcome .... like the hungry dog and the locked door and the block of ice! All in all, the atmosphere begins to build very nicely as you go along.

The map is fairly small, but there appear to be no "empty" locations .... there is something to do, or something to find, in nearly every place you visit .... as usual, be thorough and make frequent use of "EXAMINE ...." If you find yourself stuck, re-read the location descriptions and messages very carefully .... there are lots of hints contained in both, and the alert adventurer will be quick to spot a clue when they see one!

The game is written using the GAC and its indispensable Spectrum companion, the GACFAC, with a loading screen drawn using the ARTIST II. The redesigned character set (also courtesy of the GACFAC), incorporated into the white text on a black background, is very clear and easily readable. The input cursor has also been redesigned so that it resembles a small fish .... a nice touch!

Another nice touch is the small "smiley-face" graphic which accompanies each message of congratulations as you finally succeed in cracking one of the game's main puzzles. It's really lovely, and made me feel absolutely chuffed with myself whenever I managed to make it appear! It gives the player a warm feeling of accomplishment .... and makes them want to carry on and achieve some more .... the author is obviously someone who knows well how good it feels to finally solve a problem that's been bugging the life out of you!!

The loading screen is pretty well drawn and features a triumphant angler displaying his catch. I think, however, that a little more contrasting colour could have been used to show off the picture to its best effect. At the moment, the overall result is a bit too bright and garish .... a dark background colour would have been most welcome. The loading screen is the only graphic in the game however (if you don't count the "smiley-face"), so all you text-only types should not be put off!

THE INNER LAKES is a very competent adventure. There are no programming bugs (that I could find), and no spelling mistakes (that I could spot) either. The required inputs are a little finicky in places (e. g. you can "TURN DETECTOR ON" but not "SWITCH DETECTOR ON"), and the parser is sometimes lacking (e.g. the BOAT is described as a "DORY", but the game doesn't understand the word "DORY"), but these are very minor points and do not detract one jot from a very enjoyable game.

I liked this game a lot, despite my prejudices against fishing. It's a good little adventure .... and it's ever so refreshing to find a first-time author who is capable of avoiding the usual treasure-hunting, troll-bashing, alien-zapping scenarios. Congratulations on a job well done, Paul! The next one will, I'm sure, be even better!!

Reviewer - Jim O'Keeffe - Spectrum

\*\*\*\*\*

PAUL CARDIN, 3 Lonsdale Villas, Wallasey,  
Merseyside, L45 4PC.

\*\*\*\*\*





THE WARLORD - Available on the August and September 1988 monthly discs from Acorn User (£5.95 each). See magazine for order form.

Back in 1985 BBC Soft released Doctor Who and The Warlord, a massive text adventure for the BBC Model B. Unfortunately, it was not well publicised and very few adventurers managed to purchase a copy before it was withdrawn. However, the original authors were obviously proud of their work (and rightly so) and have now managed to get The Warlord published by Acorn User magazine.

Because the BBC owns the copyright on the Doctor Who name a few changes have been made so that now the Doctor becomes Tim Trevyl, the youngest member of the time navigators' guild, and his Tardis becomes a Cubix which he inherited from his uncle. Basically, though, the storyline is the same and you take the part of Tim's side-kick in his endeavours to prevent the Warlord from changing the course of history.

The action begins in the 28th century on the planet Quantain where Tim has gone to visit his old friend King Varangar. On arrival he is convinced that Varangar is in trouble and sets off to find him, getting separated from you in the process. War has devastated the land but the city is still standing and, at a royal banquet, the king gives you a scroll to take to Tim who has long since returned to the Cubix. Deciphering the scroll, Tim sees that the Warlord has travelled to Earth and you both set off in pursuit.

The second part of the adventure takes place in Belgium on the eve of the Battle of Waterloo and, to finally defeat the Warlord, you must make sure you have found and brought with you all the necessary objects from Quantain, because there's no going back - or perhaps that should be forward!

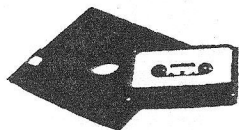
There are over 200 well-described locations and a good sized vocabulary with a parser which can cope with inputs like "put bulb in crucible" and "quickly get bayonet". Most words have to be typed in full although directions and inventory can be abbreviated. Commands can be strung together on one line, separated by commas, and the speed of response is extremely fast. Typing Help will give you a list of all the recognised action words.

The humour in The Warlord comes mainly from the numerous ways in which it's possible to meet your death and, because Store and Restore to and from memory are supported, you're inclined to try out all manner of silly things. Well, when you see a lever labelled DO NOT TOUCH in big red letters in 236 different languages you couldn't resist pulling it could you? The "death" messages are all different, mostly amusing and often give a clue to what you're doing wrong.

The last part of the adventure takes place in the Duke of Wellington's headquarters and is very tricky indeed. In fact, even with the coded hints printed in the August and September issues of Acorn User, I'm still stuck with a score of 99% in exactly the same place as I am in the original Doctor Who version!

Although The Warlord is a relatively old adventure it stands the test of time (ha! ha!), comparing very favourably with current releases, and it still features in my personal top ten BBC favourites. I'd recommend it to any Beeb adventurer with a disc drive - and, needless to say, if anyone manages to finish it would they please get in touch and put me out of my misery?!

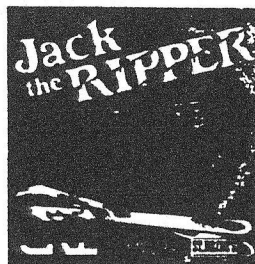
Reviewer - Neil Shipman - BBC



## JACK THE RIPPER (CRL)

Available for most computers

You start off wandering around one of the less desirable parts of London of 1888. You come across a stranger and I would recommend you not to follow him as I did the first time I tried the game. However the program soon prompts you to head in another direction and within a few moves you stumble across a 'dark shape' lying in an alley.



Upon examination you discover the body of a young woman who is described with a long, gory description and then an 18 certificate graphic.

The graphics don't add much to the game although they are well done. It is the great flowing and very atmospheric text that adds to this adventure, you really felt you were in Victorian London at the time of the gruesome murders.

Part One involves you in trying to escape from your flat without being caught by the local constabulary. Problems in this part range from very easy to very hard, although with a bit of thought and imagination most people would find it very playable.

Part Two is shorter, you wake up in a lady's bedroom and you must leave the house undetected by the maid. The number of turns taken is important here so it is best to double up on your commands. I found this part much easier than the previous, up until the last few moves, a bit of lateral thinking needed here.

BUG!! Who said that? Yes, unfortunately up rears its ugly head, right at the very end of part two you are given a "wand of power", this being the password for part three. My version wouldn't give me it, the game just froze. However a quick look at the solution and I was able to carry on.

Part Three. I didn't play very far in this part as more bugs appeared, so I just gave up and sent it back to CRL. From what I've heard the Spectrum tape version is the same, so slapped wrists to CRL for that. However, if they get their act together and rectify these faults I would have no hesitation in recommending it as I found it very enjoyable to play and the text was very well written by St Brides. As of yet no replacement is forthcoming from CRL but I will keep you posted.

I managed to buy mine for £6.99 so shop around for the best prices.

Atmosphere, 8/10. Playability, 7/10 (Could have been higher but for the bugs). Value for money, 7/10. Overall enjoyment, 9/10.

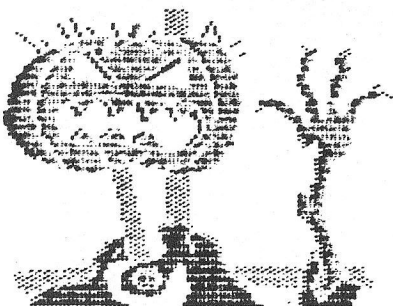
Reviewer - Mike Brailsford. Played on Spectrum + 3 Disc.

\*\*\*\*\*

## CITADEL

A Graphic Adventure for the Commodore 64

By David Picking and Kevin Crampton, 186 Corbets Tey Road,  
Upminster, Essex. RM14 2EJ.



"Citadel" suffers from one slight problem. Martin Walker's new Thalamus game is also called "Citadel", and that could be confusing. Since it's extremely unlikely that Thalamus will be persuaded to change their name, maybe a different title could be used for this game? How about "Secret Castle" or "Forbidden Fortress"? At the moment David and Kevin are hoping to persuade a software house to take their game - if not they'll have to publish it themselves, so I've no idea of the price and format this game will eventually take.

The adventure is set in and around the citadel of the title, which "Looms out of the darkness like an immense shadowy spectre". An evil curse has risen in the world, rumoured to have emerged from within the citadel. All you know is that a famous scientist was the last person to live there, and in his experiments in parapsychology may have had something to do with what the villagers describe as "an evil demon, risen against humanity". It's up to you to find a way inside the citadel and lay rest to the evil that may lurk therein...

You start outside the ominous citadel but a moat and a raised drawbridge prevent you from entering. To the east lie several locations well worth investigating further. A scarecrow in a field might have something to hide, and what's the purpose of the stone circle? Then there's the graveyard, complete with coffin, but try and take it...

"Swipe anything that wasn't nailed down, wouldn't you?"

Inside the coffin lies a decaying corpse which you'll find is no stiff if you can revive it to become a zombie. The zombie can carry anything you give it, so you'll not be stuck with too many objects, and without the zombie it's impossible to complete the game. A good idea, and better than the usual friendly dwarf or wizard.

The method of entering the citadel is clever - it had me stumped for a while until I realised I was standing in the wrong place! Once inside the building a whole set of interior locations are yours to discover and explore. All is not what it seems! Take a look in the mirror in the living room, for instance. Soon you'll find an old book that tells of an ancient Egyptian legend that is a vital clue to gaining access to further parts of the citadel. Mystery abounds - what part does the silent piano play? What relevance do the Egyptian statues have to the legend in the old book? And what use are the many objects you find after careful exploration?

Eventually you'll find the way to a magnificent sarcophagus and, after a flood of problems (!) you'll find a vital object in the game - the scientist's diary, detailing exactly what he tried to do, and you can see for yourself what happened to him in a vast chamber ahead. Suddenly everything comes together and you realise how to lift the evil curse for good, but beware - magic has sealed a terrible demon in a block of ice near a supernatural orb. You can't melt the ice and you can't reach the orb for the force of the magic. You'd be dead if you tried.

"Citadel" was written with Incentive's GAC, so you may think you'll know what to expect - limited text, naff graphics... but wait! This game is different! The text is a clear white on black giving a veneer of atmosphere to the game sadly lacking from most GAC games. There are several interesting locations to explore, and it seemed to me that the authors had struck the right balance between locations and text, as memory is always tight with a GAC game. You either have screenfulls of text and a handful of locations, or millions of pointless rooms with trivial descriptions as in "Star Wreck". That also had awful graphics and I'm glad to say that the graphics in "Citadel" are some of the best I've seen in a GAC game. There are only a few, but that's the way it should be. Having hundreds of graphics means the quality suffers drastically, and you end up with a bland sameness as seen in "The Quest For The Golden Eggcup". With a smaller number of graphics, you can put in a lot more detail and really make a picture worth seeing. It was great to reach the final chamber and be confronted with a brilliant picture of an evil demon's face! From the superb citadel itself, complete with weathered stone and turrets, to the menacing scarecrow with it's great pumpkin head, I was impressed! It's good to see a GAC game with GOOD graphics for a change! Especially one from the homegrown market. Just think what these guys can do when they write a game with STAC! (The Atari ST version of GAC.)

The puzzles, although not too many, are well designed (especially how to get past the drawbridge) and will keep the player going in this impressive and interesting game. I recommend it!

Reviewer - Christopher Hester, played on Commodore 64.

\*\*\*\*\*  
"XADOMY"

For BBC/Electron. Reviewer - BARBARA GIBB

I was told that this text-only adventure was set on an uninhabited planet called Xadomy which is the base for the only hyponuclear weapon in existence. To save Earth from invading aliens this weapon must be activated. To do this a code, which can be found in one of the 100 locations on the planet, must be entered into the planets computer. Oh goody, I thought. It sounds like science-fiction, my favourite. So I sent off for a copy and it came by return of post, in fact at 8.00am one Saturday morning. I loaded it in at 9.00am and had completed it by 10.30am (that's 1.5 hours for those not very good at mental arithmetic)! I hadn't rushed it. It was raining and the shopping could wait. I had nice meat maps because I soon discovered that with the "boxes and arrows" method of mapping I use, everything fitted neatly into place. It was just too easy. As it didn't seem to understand DROP (amongst many other generally employed verbs) you had to carry ALL the items found, all 10 of them, and I'm still trying to understand how a muddy path, a cave system, a dark forest, a yellow road, various corridors and empty cupboards, and two mansions, one with a very, very large hall could be described as alien. I WAS intrigued by the different wallpapers and spent half an hour trying to find some connection.

Several times I found I "Was stood" instead of "Was standing", but that was a minor irritation. The locations are quite well planned, but objects and puzzles seem to have been forgotten.

I can hardly recommend this even to a beginner. Should the author ever read this, I suggest he seeks some advice from a more experienced adventure writer. As a player I feel I should encourage writers, and hesitate before being too critical, especially about a first attempt. I'm sure there is the basis for an adventure here, but a lot more objects and puzzles must be added. Lack of memory is no excuse as the previous four adventures I've played were in 2, 3 or 4 parts, and they didn't suffer for it.

The packaging is impressive, it's a pity the contents didn't come up to the same standard.

Vastly overpriced at £5.95.

Available for BBC and Electron on tape cassette from:

BRASINGTON ENTERPRISES, 28 Laburnum Rd, Wellington, Somerset, TA21 8EL.



\* \*\*\*\*\*

### BEYOND ZORK

INFOCOM - Available for most computers with at least 128K memory and disk. Shop around for the best price.

Reviewer - THE GRUE! Played on Commodore 128K

"Our doom is sealed" Y'Gael turned away from the window overlooking the great sea, "The Guildmaster nears the end of his final quest", she said softly. "When he succeeds, for succeed he will, our powers will cease to be."

The silence was unbroken for a long minute. Then a tiny voice near the door peeped, "Forever?".

So begins Beyond Zork, it is the year 966 GUE and the age of magick is coming to an end, sending the land of Quendor (Formerly known as The Great Underground Empire) into chaos. The age of science is upon us and will endure long, not even the mighty Guild of Enchanters have been able to halt the demise of magick. They realise that Magick will never rule over Quendor again but they have a plan.

The coconut is their only hope for within its shell lies the essence of their wisdom. A champion must be sought, an innocent unskilled in the lore of enchantment, who cannot know the price of failure or recognise the face of death. The coconut is now in the possession of the Implementors a group of Demi-Gods and you are the champion.

The game starts by asking you to create your own character, yes Role-playing has arrived. You have to assign potential for six character traits, strength, luck, endurance, compassion, dexterity and intelligence. If that is not to your liking then you can opt for the easy way out and choose from a pre-defined character or allow the game to create a random one, myself being a complete coward I chose a pre-defined one.

Your first venture into the land of Quendor is one perhaps of bewilderment as there seems to be hundreds of magick wands, rods and staves etc lying around, more bewilderment is soon to be on the way after you've been killed for the first time and have restarted the game finding the locations have all changed. As for the wands, rods etc, well there are not hundreds of them, a slight exaggeration on my

behalf, there are only about six. What has happened is that the name of a rod may have changed from a Rod of Renewal to one of Refreshment but is really just one item, as they both do the same thing. I felt uneasy with the game being given the Zork label for as I wandered around it just didn't feel like The Great Underground Empire. The game has a character all of its own and a great one at that. Seasoned Zorkers will recognise certain locations and characters from G.U.E. all blended in with some great new ones. New characters are to be found everywhere such as the Dornbeast, Monkey Grinder and the brilliant cruel puppet. The latter attacks by twisting itself into unflattering caricatures of its opponent, accompanied by jeers, rude noises and shocking accusations.

It will soon become apparent that this is no easy game and perhaps one of the most difficult from Infocom for quite some time. Knowing what to do or where to go takes a bit of working out. Although magick is on the collapse in Quendor there is plenty of it about to keep the W.W.B. happy (Wave wand brigade). The trouble is that you rods and scrolls etc do not have infinite life and you can solve problems by using magick or logic. Therefore you are constantly thinking you should have been using logic to solve a problem to conserve your magick or vice-versa. There are riddles to solve which are not too difficult and some truly clever puzzles such as the Grey Fields of Frotzen, which you must change into the Golden Fields of Frotzen and after doing so will enable you to visit Froom a sort of parody on the Wizard of Oz theme.

One of the funniest things in the game is the rope bridge spanning the Borphee river. What amused me even more was someone actually rang me to ask how to get across it, you can't but it's worth a try anyway. Role playing fanatics will probably be disappointed as that aspect of the game is rather weak and does not really stand the test. The reasons for this are that it is very random and when engaged in battle it does not seem to make much difference if your strength is high or not, so does it affect the problems in the game if you were to set up your character with more of one trait than another.

With the knowledge from completing the game with a pre-defined character, I tried again this time giving my character lots of intelligence. Sure enough I found that I was able to miss out quite a few problems but this did not make the game any easier to complete, in fact it stopped me from completing it. The reason was that I didn't need the jewel from the idol and other related problems but by not taking it I had not increased my compassion to a high enough level for the end of the game. So although the role playing was not detrimental to the game, it did nothing to enhance it either.

I was angered with this gem of a game on a couple of points, the first is when I encountered a fallen stallion which had trapped its rider underneath in a trench. The game then refused to accept any input in reference to the stallion, you know the sort of thing, "You can't see any stallion here". But it was there in the text, very poor from the masters. Secondly, the lack of Grues in the game, after all Quendor was formerly G.U.E. Actually there are Ur-Grues in Beyond Zork supposedly skilled in black sorcery and can envelop itself in a personal zone of darkness. Well, you could easily take one of those home to meet your mum, that's how evil they are!

So, apart from a few gripes this has to be the best adventure from Infocom for some time, full of wit and wondrous description. This

is Brian Moriarty's third game for Infocom and proves beyond all doubt that Brian is King of the Imps.

Packaging includes a booklet, the Lore and Legends of Quendor and a beautiful map of the region. For some unusual responses try taunting the Cruel Puppet or jumping off the Pterodactyl whilst holding the umbrella (open and closed).

Beyond Zork uses Infocom's new Interface System and although not all future games will use this system, variations of it will.

Name your possessions: This feature allows you to rename a weapon or creature in the game. At first this might seem a frivolous feature until you realise that this new interface requires you to input the first nine letters of an object before it will recognise it.

On-screen mapping: Quite useful this one with the locations changing everytime you load the game. The on-screen mapping features two modes, Zoom-in gives you a close-up of the area showing about six locations and Zoom-Out showing about ten locations. From the on-screen mapping you can tell which locations are dark before you enter them and which have exits up or down.

Windows: These are a feature that some people will have seen before in games like Trinity but now they have become a permanent and more useful feature. Within the window you can display your status, inventory or room descriptions. I found that the window was not best suited to room descriptions as rooms with large descriptions scrolled out of view, leaving you with the tail end of the text.

Definable Function Keys: Now this is really usefull. The keys are at first preset to often used commands such as Examine, Get and Drop. You can also define them for long and often used commands, really useful when you have to push an onion halfway across Quendor. Also if your computer has a numeric keypad or a mouse you can now use that to move around in the game.

Colour: Is now used to enhance the screen layout and the on-screen mapping again you can define the colours for yourself.

Undo: This is something that Infocom should have used ages ago, this allows you to move back one move. Two drawbacks with this though, one, this command will not work when engaged in battle and two, will only work on computers with enough memory, 128K isn't enough.

If you still prefer to play the game with the standard Infocom screen you can type mode and it will give the appearance of every other Infocom game. Typing it a second time will return you to the enhanced layout.

All these features are vast improvements and really do enhance the game. I still think a Ram-Save would be a usefull addition but I'm sure Infocom have used Beyond Zork as an experiment for their new system and more improvements could follow. This is obviously all part of the great plan, forcing us Infomaniacs to upgrade to all computers with larger memory, but the future does look bright.

\*\*\*\*\*

\*\*\*\*\*

## PROGRESS OR FULL CIRCLE



The Ramblings of a dedicated SPECTRUM adventurer

\*\*\*\*\*

In the year 3BS (Before Spectrum), black and white text only adventures on the beloved but now forgotten ZX81 were the order of the day. The programs were shoe-horned into 16k, so graphics were not considered and location descriptions usually consisted of only short sentences such that "You are in the castle courtyard, surrounded by high walls on all sides," would have been considered positively verbose if not even atmospheric! More likely would have been "This is the courtyard". Invariably puzzles consisted of the finding, manipulation and (often obscure) use of objects, with the final requirement being the collection of one particular item or the gathering of several "treasures" in one special place.

The forerunners of today's extravaganzas very often provided puzzles of the type which could only be described as "find the correct word to use here OR ELSE". A classic example appeared in ESPIONAGE ISLAND where, after performing certain functions it was apparently obvious that the next move was to operate a switch. OK... thinking caps on, here we go.... PRESS SWITCH.... TURN SWITCH... PUSH SWITCH... USE SWITCH... (desperation now!) OPERATE SWITCH... HIT SWITCH... (real desperation now!) ... FLICK SWITCH (this one actually makes an appearance in ALTER EARTH) ..... all to be greeted with "You can't do that", until in absolute desperation or even by mis-typing or (as in my case) by courtesy of the Tony Bridge column it is eventually found that the required input is ..... SWITCH SWITCH!

In the fullness of time the quality of adventures improved and with the advent of the 48k Spectrum the adventuring scene positively blossomed. The type of puzzles changed and the overall quality improved so that descriptions lengthened, vocabularies increased and authors showed a welcome awareness of some of the comments of players in providing alternative inputs with the same meaning...not to the extent that SWITCH SWITCH or FLICK SWITCH would suffice but at least so that OPEN TRUNK and LIFT LID would both produce the same response (provided the TRUNK was not locked). For a recent convert to adventuring much pleasure could be gained by seeking out some of the titles from the early days of the 48k Spectrum... How about THE MOUNTAINS OF KET, THE KNIGHT'S QUEST, GOLDEN APPLE, EYE OF BAIN, or even EUREKA although the latter may be rather a bore at times as it has no SAVE function and a multitude of instant deaths.

The wonder of having 48k produced longer adventures until graphical representation of locations made their controversial appearance...both full screen and part screen. Personally, I could never understand the logic of watching a full screen picture SLOWLY draw and then when it was finally (yawn) completed PRESS A KEY to instantly replace it with the relevant text. All very well perhaps if the illustration contained a clue, but although I have heard mention of such an animal I have not yet met him face to face. I suppose the dedicated adventurer can suffer part-screen graphics provided that they draw quickly or even better when there is a "graphic's off" command.



In the early 80's, choice of quality adventures for the Spectrum was not a problem but the appearance of the adventure-writing utility, THE QUILL, was soon to produce a veritable deluge of adventures. Unfortunately the quality of most of the early QUILLed adventures left a great deal to be desired (or perhaps previously we had been spoiled).

This phenomenon was certainly not the fault of the QUILL as later on, authors such as Fergus McNeill and Pete Torrence showed that quality could be QUILLed, but early QUILLed adventures tended to be tarred with brushes of "all look the same", "poor quality" and other all-embracing off-putting phrases. The authors were not without fault, of course, but greedy publishers must accept the major share of the blame. I must confess to not having played every budget QUILLed adventure, but amongst the poor could be found a few gems... I particularly enjoyed CRYSTAL QUEST and EYE OF VARTAN but I must also admit to a type of masochistic pleasure in fighting against illogical inputs, poor programming and awful spelling in an attempt to complete some of those which should have never seen a duplicating machine. The number of such adventures has diminished considerably but without warning one will suddenly appear. In one such recent adventure it is clear that you are required to "do something" about guards who are ill-treating an old woman. As you have no weapon it would appear pointless to specifically tackle the guards in any way, so how about the non-specific HELP WOMAN... oh dear I really should have known better as the response is "Carry on you are doing fine". With much trepidation, but reasonably sure of the likely outcome, SAVE WOMAN is attempted only to be rewarded with "start the tape... etc". The answer to the problem was later found to be KILL GUARDS but as you have no weapon the logic behind the success of this action defeats this adventurer. With maturity I have overcome my masochistic tendencies and this particular adventure has been consigned to a dark drawer.... However there are still some marvellous adventures available to give many hours of mind-bending entertainment, BUT has much real progress been made from the days of SWITCH SWITCH? I wonder.

Improved parsers to instantly recognise and act upon our inputs plus massive vocabularies should make the mechanics of adventuring as easy as falling off the proverbial log, BUT IS IT?

While it is possible to marvel at the programming which handles such inputs as OPEN THE RED DOOR WITH THE BLUE KEY THEN GO NORTH AND GET THE BOOK (providing no mis-typing takes place), but which will positively respond to only OPEN RED DOOR WITH BLUE KEY then the question must be posed as to whether we have come full circle from the SWITCH SWITCH days. What in the name of adventuring is wrong (or unacceptable) with the following sequence of inputs and responses:-

```
OPEN DOOR
Which colour door?
RED (or RED DOOR or COLOUR RED)
It's a blue do as you have no key for that door!
OR
OK... The blue key unlocks the door.
```

I am sure that such a sequence is not beyond the capabilities of the all-singing all-dancing utilities which are available nowadays, so why are we confronted with the high-technological version of SWITCH SWITCH, i.e. after trying INSERT BLUE KEY IN RED LOCK or USE BLUE KEY IN LOCK OF RED DOOR,... USE BLUE KEY TO OPEN RED DOOR...etc, to

eventually stumble on the correct configuration of OPEN RED DOOR WITH BLUE KEY.

While appreciating that most adventuring takes place in a make-believe world surely there should be some stab at realism for actions such as the opening and closing of doors, cupboards, trunks etc. How often have YOU encountered a sequence similar to:-

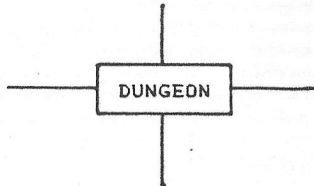
OPEN DRAWER  
OK Inside the drawer is a book.  
GET BOOK  
OK...You now have the book.  
CLOSE DRAWER  
You can't do that.

Why in the name of all that's logical can I not do that? I managed to open it after all!

PROGRESS?.....I wonder.

Finally, much is made of the atmosphere of an adventure... but who provides the atmosphere, the author OR the player OR both? Certainly the author can contribute to the setting of the atmosphere with detailed descriptions of the locations but what do we do?

WRITE DOWN ONE WORD IN AN OBLONG BOX SUCH AS:-



It would then be unlikely for the long atmospheric-generating description ever to be read again, unless no progress is being made in solving the adventure and a clue being sought.....

FULL CIRCLE.....Perhaps!

\*\*\*\*\*

??? QUESTION ???

Sent in by NEIL SHIPMAN

What's the connection between Infocom's Sorcerer and Spellbreaker adventures and the "Star Trek" TV series and films?

Answer printed later on in this issue.

\*\*\*\*\*



Major breakthrough for Amsters. The Duke of Llandudno is "delighted".

Headline news throughout the Nation last month concerned the 9 month long dilemma of our leading Adventure "Duchess" Mandy, (but commonly known to all as "Fergie", due to her owning a Ferguson tele and record player). At least 6 months ago, news started to leak out that she was expecting a happy event in time for her Birthday but as usual. Official Sources at the Palace of Maes y Cwm, denied it. "She's just put on a few pounds" was all reporters could get out of them at the time. But once gossip starts it spreads like wildfire, especially when reported in that official organ of the Royal's, "The Daily Sunmirror, the paper that exposes the naked truth!" Close friends started to notice changes taking place. Why had she been making enquiries about Amstrad printers? Why was she encouraging that "Adams fellow" to write Amstrad articles? Why had she opened an account at the Mothercare Amstrad Library? Slowly truth dawned. "Fergie" was expecting a new arrival. And so it was that in the fullness of time, after endless hours of drivel on TV-AM, Mandy was presented with a bonny bouncing AMSTER. Quote of the day came from the happy Parent. When asked to describe the new arrival, she replied "it hasn't got any hair but it's beautiful". This left close sources puzzled, but they put it down to too long a relationship with a certain Commodore. (Breathless reporter pauses while the massed Harry Secombe's sing "Ther'll be a weelcome in the heelside...."

(I might even get an extra page because of this). Oh no, on second thoughts I hope not, or I will Never get any adventuring done. I seem to do precious little now. So what have I been doing up to then? Well... I have been having a go at THE HOBBIT. OK you lot, stop laughing out there! I'd read all the reports about what an unfriendly game it was and how it was bugged to the hilt, but I decided that a lot of it just had to be exaggeration. Well fellow Amsters, I can now report to you that I was totally wrong. What a truly awful experience. I freely admit that I thoroughly enjoyed the book (No; this is NOT a book review) and was (really looking forward to the adventure, but oh dear, what a let down it was. Now this is only my personal view and of course you are free to disagree with me, but I'll spend a few minutes on why I didn't like it.

First of all I didn't like playing against a time limit. That is, if you do not type in a response to the text within a fairly short time, the game makes a move of its own. This means that characters that are supposed to be helping you, have suddenly wandered off and are now merrily doing their own thing, leaving you well and truly in the lurch. Secondly a character such as Gandalf, is liable to do something just to annoy you. If you are not watching the text carefully, it is too easy to miss the fact that he has just wandered off with your most valuable object. Also, too many situations rely on you typing in "Wait" again and again ad-infinitum, until the random element decides that it is about time that something happens. (You in the meantime had decided that long ago, was soon enough).

Finally, the last straw for yours truly, was when the "Saved Game" routine proved to be unreliable! I had completed 50% of the game and had my position (I thought) safely saved on tape. Until that is, I tried to reload it, only to be informed that there was an error in the saving routine. Well my friends, it gives me no pleasure to report that the well known Adams good humour, gave way to a sudden outburst

of temper, and the HOBBIT tape was last seen departing through the window at a rate of knots that would have done credit to Concorde. Good job the window was open at the time! So now I have to admit to my first failure. Surprisingly, this was closely followed by my second. Does anybody want to buy and only slightly used copy on disc of LORD OF THE RINGS? I've got about 100 adventures to work my way through and after starting L.O.R. this is now definitely 101st in the playing order. Why? Well after my failure with the HOBBIT, I loaded up L.O.R. and whadder you know. It crashed FOUR times within the first TEN locations! Now I know that I asked the same character to do the same thing twice, but an adventure should be programmed against idiots like me and not just crash. I can do without that type of frustration. (My sentiments exactly.....Mandy)

"Why is it, he always uses up a page and a half before he gets around to discussing the game he promised last month?" Who said that? "I did". For every Amster waiting anxiously for news of how to complete HERDES OF KARN your moment, provided there are no more Royal Births to report, has come.

#### HEROES OF KARN

Now just to refresh your memories, HEROES was only the second adventure I had ever attempted, so the problems that I encountered were not only numerous but quite often got me going round in circles and not able to progress any further because I had overlooked something earlier. A minor complaint was with the responses from the other characters. Not very helpful! E.g. Say to Beren "Kill the serpent". "Beren says NO". Not "Beren would rather not thankyou, because if he does you can't finish the adventure" or something equally helpful. Oh no, all you get is just a plain NO. So you don't know if you have asked the wrong person, or if you are not carrying the right weapon, or anything. And the other three characters are no more helpful either, unless you happen to ask the right one to do exactly the right task in the way he has been programmed to. Otherwise all you get is "NO!"

At this stage I must own up and admit that I've lost my map to this game so most of what follows is taken from memory. All I know of it. Therefore if some of the locations appear in the wrong order then I apologise, but they're probably in the order that I did them anyway!

The background to this story is that you have to find four people who are imprisoned secretly throughout the game. As usual the guidelines are, Map thoroughly and Examine everything. When all else fails, Save your position and take a chance. It often pays. The theme is magical so don't be afraid to try the unusual such as planting a big smackeroney on the lips of a frog. It turns into Beren the King and you have just released your first prisoner. After I realised I had just kissed a man I then wished she had been a Queen but oh well, it's only a game! Once the prisoners have been released they follow you everywhere without further bidding.

The adventure follows a fairly logical plot (for a magical fantasy) but sometimes you don't always realise this. You find many items that do not have any purpose until much later in the game and also many problems that you cannot solve until you have travelled further to find the answer. Then it's a quick back-track that opens up another part of the playing area. There is also a magic word "Orion" that serves as a fast transport system between certain locations with a star symbol in them. This is useful because you are limited to the amount of items you can carry (6 I think) and there are lots of

objects and treasures to be found. Store them in the ruined cottage until you need them. Some items have more than one use and should be carried at all times. The keys for instance. A gold key opens the golden gate, a copper key opens the copper gate etc. If you are not carrying the key the next time you visit the location, you find that the gate is locked again. The flute breaks the crystal cage of Istar, the crystal bridge with the Balrog on it, released the jade flower and breaks the bottle. Now you need that bottle later on (several times) so make sure you leave it in the previous location before playing the flute.

Early on you meet Anton the Gypsy who promises to tell you great wisdom if you find him a magic mirror and cross his palm with silver. Now as I said earlier, I may not have completed this adventure in the right order, but when I returned to Anton, all he told me was something I already knew. Did anybody else experience this, or just me? (just to check if you are all paying attention).

Mentioning the jade flower reminded me of a bit of humour on the programmers part. When you "play flute to get flower", the jade flower floats majestically down and smashes on the floor. Ah, so that is what the cushion you found earlier was for. Reload saved position and try again. The same thing happens when you drop the flower in the ruined cottage so be warned if you want to score 100%

My biggest problem came when I had only completed 50% of the game and could proceed no further. I had obviously missed something but it took me a long time to discover what. I went over and over every location and tried every exit but I either found nothing new or got burnt to death. Probe readers who have finished this game are now sitting there with a big smile on their faces. Solution:- being timid I had ignored the two bottles of potion. It was the only thing left to do so I drank the black potion and promptly died of poisoning! Reload saved game Y?N? Yes. Drank the white potion. Nothing happens??? Round and round again but still nothing has changed until I walk through one of the fires. Eureka! I'm still alive. Therefore white potion makes you fire proof and it doesn't wear off.

I have already taken longer than I intended talking about this game and I've still only scratched the surface. Suffice to say that I liked HEROES OF KARN a lot. It's a big game compared to some of that era, with lots of puzzles, no mazes and worth every penny. If only we could say that about every game we buy!

Next article: DUELS OF BABY LON.

What now?

Bob Adams.

\*\*\*\*\*

ANSWER TO QUESTION.

Asked by NEIL SHIPMAN on earlier page:

The mind probe spell YOMIN is named after the actor who played the USS Enterprise's Science Officer, Mr. Spock, who was known for his Vulcan "Mind meld" technique - none other than Leonard NIMOY.

\*\*\*\*\*

# GOLDEN OLDIES

By PAUL BRUNYEE.

## Adventure Quest - Level 9 - Various.

Level 9's Adventure Quest was one of the first adventures I played on my Spectrum, in the dim distant past of 1983. At this time, Level 9 only had a handful of adventures available, and the Middle Earth series was the only complete trilogy. Adventure Quest is the second of this trilogy which also comprises Colossal Adventure, Level 9's version of the Crowther and Woods' original, and Dungeon Adventure which completes the trilogy.

Hundreds of years have passed since the rescuing of the elves from the dungeons beneath the Colossal Caves and during this period, Middle Earth has been a place of tranquility and calm. However, following a series of disasters chaos is now spreading throughout the land. Crop failure and drought was followed by frenzied attacks on outlying farms and villages and finally a vast orc army moved in.

A messenger was sent from the army with a call to the armies of Middle Earth to surrender to the Demon Lord Agaliarept, and face death with dignity, otherwise it would be much worse.

The leader of the Wizards Guild is brought before the throne where the King demands recompense for the favours already given to the Guild. The King requires that the Demon Lord be defeated by magic, as this is the only visible path to victory. As an apprentice magician, you are called before the Wizard's High Council and set the task of searching out the Demon Lord and defeating him. No sooner have you muttered a reply than you find yourself at the end of a road, outside a small brick building.....

The opening locations will be familiar to most as they are taken directly from the original, but now offer alternative routes to explore the land. You will travel through a myriad of fascinating locations, which somehow all manage to fit together in a 'logical' manner. Many times you will find yourself having to backtrack for an item you neglected to bring with you or dropped earlier to make room for something apparently more useful.

Adventure Quest boasts over two hundred individually described locations and a wealth of puzzles, many of which require considerable thought, and even planning! It will not be solved in an evening, or possibly several. Level 9 suggest an average completion time of four weeks, which seems perfectly feasible. However, I don't wish to deter any new starters or those who give Level 9 a wide berth because the adventure is quite solvable, it merely requires time due to it's vastness and at the same time is logical in all aspects, as far as adventures are logical.

At the time of the Middle Earth trilogy, complex parsers were not available in many adventures, and this was the case with Adventure Quest. The parser is designed to act on two word inputs, but can cope with several words at a time. You may find it suprising that there is no 'examine' type verb, but when you consider the verbosity of the adventure you will see that it is quite unnecessary.

By today's standards of multi-sentence parsing and 'intelligent' characters, this adventure cannot compete, but for the solid plot and puzzle content, it at least rivals the current best, and easily overshadows most others. Adventure Quest has an addictive quality which is so often missing from current adventures. The much detested sudden death abounds throughout the quest but the lure of the congratulatory messages spurs you on time and again. Although Adventure Quest does not contain a RAMSAVE utility, (very few adventures did, if at all, when this was released), it has the reincarnation feature of Colossal Adventure, complete with orange smoke, so that if you reach a sudden end, you can restart the adventure in a nearby location with a loss of points being the only sacrifice.

Adventure Quest was a joy to play. The original RRP was £9.90 but it should cost considerably less to buy a copy now. If you have never tried one of the Middle Earth trilogy, why not find out what Level 9 were upto in their early days.

Have you plenty of free time?

Here's a game that will take it all away.

# TIME THIEF

TEXT: A LOT  
 PICTURES: NONE.  
 PROBLEMS: TOUGH.

Mystery and detection in space and time, on the trail of a supernatural thief. A thief who steals lives. Got one to spare?



A text adventure on disk for CBM64. £5. Cheques/PDs payable to D Macleod.

BIG SKY SOFTWARE  
 35 OLD EVANTON ROAD  
 DINGWALL  
 ROSS-SHIRE  
 IV15 9RB

WARNING: Persons of a nervous disposition may find certain scenes and events upsetting.



\*\*\*\*\*

IN-TOUCH  
 ATTENTION ALL COMMODORE GAC USERS!



At last a program is available which loads in your datafiles, recovers wasted memory by deleting unused words, prints your datafiles to the printer and lots more!

This excellent and invaluable program costs just £5.00 and is available from:

D. MACLEOD, 35 OLD EVANTON ROAD, DINGWALL, ROSS-SHIRE, IV15 9RB

\*\*\* SPECIAL OFFER PAGES \*\*\*



FOR SPECTRUM ADVENTURERS FROM TARTAN SOFTWARE \*\*\*

THE TARTAN FIVE - USUAL PRICE £7.85 - OFFER PRICE £5.50!  
Skipwreck, Castle Eerie, Prince of Tyndal, Crown of Ramhotep & Prospector

THE TARTAN SEVEN - USUAL PRICE £9.75 - OFFER PRICE £6.95!  
Comprises the Tartan Five + Tartan "2 in 1" (Green Door & Red Door)

THE TARTAN ELEVEN - USUAL PRICE £12.80 - OFFER PRICE £9.50!

Comprises the Tartan Five plus the Tartan "6 in 1" (Compilation)

THE TARTAN FIVE PLUS TWO - USUAL PRICE £11.75 - OFFER PRICE £7.95!  
Comprises the Tartan Five plus Double Agent & Escape.

THE TARTAN SEVEN PLUS TWO - USUAL PRICE £13.65 - OFFER PRICE £8.95!  
Comprises the Tartan Seven plus Double Agent & Escape.

THE TARTAN ELEVEN PLUS TWO - USUAL PRICE £16.75 - OFFER PRICE £11.50!  
Comprises the Tartan Eleven plus Double Agent & Escape.

Any other combination from the current Tartan Catalogue. Prices on request.

Send Cheques/Postal Orders to:

TARTAN SOFTWARE, 61 Baillie Norrie Crescent, Montrose, Angus, Scotland, DD10 9DT.

\*\*\*\*\*

\*\*\* SPECIAL OFFER TO PROBE READERS FROM THE ESSENTIAL MYTH \*\*\*

!!! DR JEKYLL AND MR HYDE !!!



The brand new release from Essential Myth!



SPECTRUM 48K VERSION - NORMAL PRICE £6.95

OFFER PRICE £5.95!

SPECTRUM 128K VERSION (PLUS 2) - NORMAL PRICE - £9.95

OFFER PRICE - £7.95!

SPECTRUM 128K DISK (PLUS 3) - NORMAL PRICE £12.95

OFFER PRICE - £10.95!

Cheques/Postal Orders to:

THE ESSENTIAL MYTH, 54 Church St, Tewkesbury, Glos, GL20 5RZ

\*\*\*\*\*

\*\*\* SPECIAL OFFER EXCLUSIVE TO PROBE READERS \*\*\*



INCENTIVE SOFTWARE have kindly offered a special discount of £2 on all their Medallion Adventures for readers of Adventure Probe!

NORMAL PRICE £7.95 - OFFER PRICE £5.95!

WINTER WONDERLAND. Available for CBM 64, Spectrum, Amstrad CPC & BBC

APACHE GOLD. Available for CBM 64, Spectrum and Amstrad CPC

BLACK FOUNTAIN/SHARPES DEEDS. Available for Amstrad CPC

MDUNTAINS OF KET/TOP SECRET. Available for Amstrad CPC

KARYSSIA. Available for Spectrum

NOVA/HAUNTED HOUSE. Available for Amstrad CPC

ZODIAC/THE SECRET OF LIFE. Available for CBM 64

THE ALIEN FROM OUTER SPACE/DRAGONS'S TOOTH. Available for BBC

Cheques/FU's should be crossed and made payable to Adventure Probe  
Orders should be sent to Adventure Probe.



# SOFTWARE

\*\*\* SPECIAL OFFER TO PROBE READERS FROM ZENOBI SOFTWARE \*\*\*

THE SECRET OF LITTLE HODCOME and AN EVERYDAY TALE OF A SEEKER OF GOLD are text only adventures and BULBO AND THE LIZARD KING and FUDDO AND SLAM are text adventures with an additional Graphics program on the other side of the tape.

Any ONE game ..... £1.49 incl p&p (Normal price £1.99)  
Any TWO games ..... £2.99 incl p&p (Normal price £3.98)  
Any THREE games ..... £3.99 incl p&p (Normal price £5.97)  
Any FOUR games ..... £4.99 incl p&p (Normal price £7.96)

All to suit Spectrum 48/128K

Purchasers of the "More than one game" offer will receive their choices all on one cassette tape and accompanied by full documentation.

NEW FROM THE PEN OF JOHN WILSON COMES  
FROM OUT OF A DARK NIGHT SKY



Alone and desolate, the old man sat huddled by his fire. Outside, the world he knew was dominated by a race of Aliens, who stalked the land in search of poor defenceless humans. Moving closer to the fire he thought back to the night that they had arrived and of his first encounter with them. Perhaps if he had been able to destroy them all before they had hatched from out of those 'pods' perhaps none of this would be happening now. For years that thought had eaten away at his mind, even in his sleep it still wormed its way into his thoughts. Was there to be no escape from that "Dream" or would it haunt him all his life? Was he the person responsible for them taking over the Earth or had it really been beyond his control?

Price £2.49 inclusive and available from:

JOHN WILSON, Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale,  
Lancs. OL12 7NX

\*\*\*\*\*



\* THREE SPECTRUM ADVENTURES \*  
\*FROM MARLIN GAMES \*



THE BEAST - 128K ONLY. Can you, as a junior reporter for The Lowsea Gazette, track down the mysterious beast of Torrak Moor and earn yourself an exclusive story? Find out in THE BEAST, a mainly text adventure with some graphics, price £4.50.

THE JADE STONE - 48/128K. Become a heroine and rescue your fiancee from the clutches of the evil Mallumo by discovering, and using, the power of the legendary JADE STONE. Price £2.95.

CLOUD 99 - 48/128K. Two versions on one tape - 48K text only, 128K with graphics plus longer descriptions etc. Your chance to put the weather right - if only Jack Frost will let you! Price £2.95.

SPECIAL OFFER TO PROBE READERS

THE JADE STONE/CLOUD 99: Only £2.50 each.

EITHER THE JADE STONE OR CLOUD 99 PLUS THE BEAST: Just £6.50.

ALL THREE GAMES: Only £9.00.

All prices include p&p, cheques/PO's to be sent to:

MARLIN GAMES, 19 BRIAR CLOSE, NAILSEA, BRISTOL BS19 1QG.

**PUZZLE PAGE**  
**GUESS THE ADVENTURE WORDSEARCH**  
 by **DOREEN BARDON**

H S I F G N A L K D O  
 S V N M G A A E P O R  
 P N R R E M Y T E R C  
 I T O O P S N T E U H  
 D N C W L I C I R N I  
 E A I I M L Z R O M D  
 R I N E Q A E I O A U  
 E G U S R T N B A L L  
 T R U B Y O L A O C L

OBJECTS

BALL SPIDER  
 BELL SNOWMAN  
 CLAM SCROLL  
 COAL TALISMAN  
 EGG ROPE  
 FISH UNICORN  
 GIANT WORM  
 KEYS  
 LAMP  
 NET  
 ONION  
 BRAZIER  
 ORCHID  
 RUBY  
 SLING



When all objects have been found. Take all remaining letters, starting top left hand corner, and reading them will disclose the secret title.

=====

**ANSWERS TO THE OCTOBER PUZZLE**

1. Valhalla. 2. Bored of the Rings. 3. Suspect. 4. Wolfman. 5. Jinxter. 6. Red Moon. 7. Leather Goddesses of Phobos. 8. Moonmist. 9. Suspended. 10. Starcross. 11. Blizzard Pass. 12. Ring of Power.

=====

**ANSWERS TO THE OCTOBER PUZZLE/COMPETITION**

ADVENTURE TITLES HIDDEN IN THE TEXT WERE AS FOLLOWS:  
 Adventure 100, Blizzard Pass, The Hobbit, Ice Station Zero, Firelance, Blue Dragon, Secret Mission, Top Secret, Hex, Jinxter, Snowball, Young Ones, Mad Martha, Moron, Puppet Man, Ballyhoo, Lurking Horror, Hunchback, The Island, Davy Jones Locker, Operation Stallion, Flook, Theseus, Rescue from Doom, Imagination, Lifeboat, Behind Closed Doors, Witness, Bureaucracy, Tangled Tale, Temple of Vran, The Castle, Red Moon, Suspended, From Out of a Dark Night Sky, Magicians Ball, Molesworth, Price of Magik, Ghost Town, Borrowed Time, Motorcycle Crazy, Earthshock, Mud, Green Door, Dragon's Crypt, Red Door, Shadows of Mordor and Matchmaker.

I was suprised and very pleased to receive so many entries for this competition. Everyone did very well indeed but only one person found ALL the 48 titles.

The winner is LORNA PATERSON who wins three free issues of 'Probe'!

Well done also Neil Talbott, Joan Pancott and Barbara Gibb who each found 46 titles (runners up) and to Neil Shipman and Joy Birley who found 45 and came joint third.

\*\*\*\*\*



# LETTERS



Another very interesting magazine! Get's boring, saying that every month but it's always true!

I found Roger White's article on mazes very interesting reading - he has evidently put a lot of thought into this matter. As an experienced adventurer, I recognised a lot of the problems I met as a beginner. If I had read an article like this three or four years ago, maybe I wouldn't have disposed of several games because they contained mazes which I couldn't cope with! I'm sure novices will find lots of very useful advice in this article, and will thus avoid a considerable amount of frustration!

I liked the puzzle page with the adventure games hidden in a story - a well-concocted story! I wonder how many readers cottoned on to the fact that most of the titles can be found in your list of solutions?

JUNE ROWE, 46 Hurdon Way, Launceston, Cornwall, PL15 9HX.

=====

I enjoyed reading Roger White's article on mazes in the October Probe. This is the method I have used since getting totally lost in the swamp in Jewels of Babylon, my first adventure, and my sister showed me how to drop objects to identify different locations and how to systematically fill in the grid.

I always write on my map how I first entered location 1, e.g. E from crossroads, so that if there are several entrances to the maze I can always tell exactly where I started. I also write any objects that are hidden in the maze against the location number so that I can distinguish between what I find and what I dropped. Another slight difference is that I show my directions vertically, starting with N,S,E,W since most mazes will have locations from each of these directions, and then I add the other compass directions together with Up and Down, In and Out etc so that a maze with very few exits from these latter directions will have all the X's together and the odd N or S will stand out better, making it easier to follow your route through the grid. I also find it more natural to keep adding locations to the right of the grid.

I look forward to reading more articles from Roger and hope he will be able to convert some maze-haters once they have been shown how to tackle the problem.

LORNA PATERSON, 17 Ochill St, Tillicoultry, Clacks, FK13 6EJ.

=====

Congratulations on Issue 10, it is true that I missed the letters which I always enjoy reading, but in spite of the postal strike holding up contributions for that and other regular sections you managed to make Probe as interesting as ever.

As one of the few who not only like mapping, but actually enjoy exploring and mapping mazes, I found Roger White's article of great interest, shall try his method on the next maze I encounter and look forward to future articles on the subject.

The Puzzle Page tale was great fun and cleverly written. Each time I read it searching for hidden adventure titles I found more, with the result that I now have two lists. The first contains actual titles (I hope!), the second doesn't, but after reading the tale many times over a period of several days everything started to look like a possible title! For instance, It Just Wasn't My Day, Troublemaker, Always A Bit

Loopy and Delivered On Time, to mention just a few.

To refer to letters in previous issues, as an Amstrad owner I would like to add my name to the already long list of people who are unhappy about the Infocom situation. Through my helpline I know several people who had the CPC464, saved money to change to the CPC6128 so that they could play Infocom adventures, then saved again for the games only to discover that by then they were lucky if they could find any to buy.

JOAN PANCOTT, 78 Radipole Lane, Weymouth, Dorset, DT4 9RS.

=====

We have a new addition to the family - an Atari ST. My wife's been on it much of the time - playing arcade games - but I've been able to sneak in MOONMIST a few times, and I've got on order STAC and CORRUPTION (is that the effect of playing LEATHER GODDESSES OF PHOBOS?), and thus our faithful old Speccy has been shelved for the time being.

If any Atari ST owners are interested, CASTLE COMPUTERS of STOKE ON TRENT are selling the whole Infocom range for less than ten pounds a title and their mail order service is very good.

NEIL TALBOTT, 31 Chadcote Way, Catshill, Bromsgrove, Worcs, B61 0JU.

=====

Just writing to pass on some good news. Infocom have written to me to inform me that you can now order from Triton, any of their games. The order must be on a Triton order sheet, Payment must be in dollars, 15% must be added to sub total for airmail delivery. There is NO minimum order, so disregard this part of the order form.

Triton Int. has no connection with Activision at all. It is only Triton (Home Sales) Ltd. that has joined Activiot. So if you tell fellow readers if they send their name and address to Triton, P.O.Box 8123 San Francisco C.A.94128 with details of their computer they will get an order form sent to them quite quickly.

JOHN WILDEY, 20 Ilsey Court, St Rule St, Wandsworth Rd, London, SW8 3LP.

=====

Just an update on the "Infocom" correspondence. I received a catalogue from Triton in California and was surprised to see that NONE of the recent Infocom releases is listed for the ST. When you said in 'Probe' that SHERLOCK was released in summer for the ST in the USA, this does not appear to be the case. After BEYOND ZORK, PLUNDERED HEARTS and NORD AND BERT there are no other titles listed for the ST. The situation is confused by recent reports that the new Infocom ZORK ZERO will soon be released in various formats including the ST. Wherever the reviewers get their info from it seems to be wrong.

Maybe the best advice is to pick up a second hand C64 with a disc drive!!

PS CORRUPTIONS is a pig - got any hints?

TERRY ROBERTS, Woodlands, Church Road, Harrietsham, Kent, ME17 1AP

(The information about Sherlock was gleaned from the Infocom Spring/Summer catalogue but it appears that they have changed their plans. As yet I have nothing on file for CORRUPTIONS, perhaps someone can come to the rescue soon.....Mandy)

=====

I'd like to take the opportunity to thank everyone for all the kind wishes during my recent spell in hospital. I'm now "back in fettle" as we say in Wigan, and raring to go with a new project.

I've decided to set up an Atari ST User Group. The first issue of the newsletter will be distributed in January of next year. Unlike 'Probe', which concentrates mainly on Adventures, STING will cover a wider variety of things; Adventures, Role Playing Games, STAC, STOS, word processors, DTP'S to name but a few subjects.

If anyone would like further details then please send a SAE to the address shown below.

I'd also like to congratulate Mandy on doing such a wonderful job with 'Probe'. It's great receiving the magazine 'ready made' after two years of preparing each issue. I look forward to receiving it every month and I'm pleased to see some new names cropping up along with all the old ones. Well done, Mandy.

SANDRA SHARKEY, 78 Merton Road, Highfield, Wigan, WN3 6AT.

=====  
I would like to ask the readers of Adventure Probe for their help. Along with some friends, I am at present attempting to raise money for Children In Need. However, it is not your actual money we want - it is any broken, discarded, or otherwise unused Spectrum 48K that we are looking for.

Our group has found a way of raising money from these so please, instead of dumping your old, broken-down Spectrum in the bucket, sent it to us, where once again, it will be of a great deal of use.

We would also be very much obliged if all your "Adventure Probe" readers out there could mention this project to your friends. Any contribution will be very much appreciated.

JAMES MASSON, 13 Gleneagles Ave, Glenrothes, Fife, KY6 2QA.

=====  
In the September Probe I read with interest the poignant letter from Sandra Vogel about sexist computer software. The setting up of a user group to spread awareness of the possible harm this can cause is surely in everyone's interest. Every so often it seems that the Bloggs and Co. Software house are releasing a 'Mrs Jones Strip Poker' or something of that ilk, containing 'stunning digitised pictures so real.....' to cash in on the limelight sometimes afforded to these women. Recently I noticed one of the glossy monthlies, covering 16 bit machines I believe, actually carry full colour screen shots of this pixel nudity. This sort of magazine is available from any high street magazine store and will be read by impressionable young people. The point Sandra made that I feel very strongly about is that if this treatment of women plays a part in violence of any kind then it should be tightly controlled, or stamped out. CRL offer their adventures for censorship so there must exist a mechanism for censoring all software. Perhaps when enough people raise their voices the aforementioned type of software will have to pass through censorship, but as a control, not a marketing gimmick. Well that's the serious business penned. I wish this user group well and hope it has drawn a lot of response.

PAUL BRUNYEE, 17 Campion Close, Narborough, Leicester, LE9 5WQ.

Having survived the noise and hassle of a second PC Show, I began to wonder: why is the computer market so geared up for the lads of this world, whilst us poor females are virtually ignored? If you've been there yourself (and I know at least three other females who braved it, including one very courageous Spanish girl, in Bristol to learn English, who had no idea what she was letting herself in for!) you'll know what I mean. Take this example: I decided to purchase some software from a well-known retail outfit - first, the chap behind the counter ignored me completely for several minutes, preferring to serve the numerous males before eventually serving me, despite my attempts to get his attention (he thought I was with another male customer), then, when writing out the invoice, he crossed out the Miss/Ms and put MR! Aaaaargh!

Then there are the looks you get - from the slightly surprised sceptical looks through to the disdainful "females don't know what they're talking about when it comes to computers" look. Although, to be fair, I did meet several males who were prepared to accept me as being computerate. To them, my thanks - you made me feel human again! Then, of course, there is the other aspect - the hype from the various software houses and the magazines, much of it geared to attract the attention of the male section of our community, whilst doing its best (or so it seems) to deter females. When will they learn that there are a lot of us out here who enjoy computers too? I'm NOT a women's libber, but I AM fed up of being regarded as slightly weird for using, and liking, computers - not just amongst the males, but also, I'm sorry to admit, amongst females. It would seem that word-processing and the like is quite acceptable, but step over to the games console and you're almost immediately regarded as 'odd' WHY???

Needless to say, I'm already supporting Sandra Vogel in her campaign, and urge any who feel as I do to contact her as well. Somehow, we must change the views of the industry as soon as possible, to prevent the next generation having to encounter the same Dickensian attitudes. If you think that I'm exaggerating, then think on this: My daughter's class (of mostly 12 year olds) were discussing occupations and hobbies, and she admitted that her mum played and wrote computer adventure games - one boy immediately said "Never! Mums don't play on computers, because they can't understand them...". Despite my daughter's insistence, he, and his mates, refused to believe her. Unfortunately, his attitude is all too commonplace: as Joan Pancott has already experienced, attitudes are changing slowly, but not, in my experience, enough.

With that said, I would like to thank all those who have supported my efforts in adventuredom: play-testers, reviewers and customers alike. Without you, I would have given up ages ago! Also, my thanks to Emma Heggie for her serialised solution of BLACK FOUNTAIN - even though I know the answers (wonder why?) it's been a pleasure to read! Plus, finally, a plea - if there's anyone out there with a 128K Spectrum or an Atari ST who would be willing to play-test, could they please contact me? No payment, I'm afraid, but a preview of my new games assured...!

LINDA WRIGHT, 19 Briar Close, Nailsea, Bristol, BS19 1QG.

\*\*\*\*\*

STARTING NEXT MONTH, THE SENSATIONAL, THE DOWNRIGHT SILLY, IT'S.....

## THE FROB OF THE MONTH

Thanks to your calls on the Infocom Helpline, Adventure Probe proudly presents the exposure of your personal Boo-Boo's. Have you ever done something silly in an Infocom game or done something very stupid and had to restart the game from scratch? Yes, well YOU might qualify for F.O.T.M!

For example did you spend weeks trying to find the helicopter keys in Planetfall or try to jump over the beam across the canal in Leather Goddesses? Hopefully the sort of cosmic blunder we're looking for will be more easily explained after the first F.O.T.M.

If you think you might deserve one of these titles, write or phone the Grue or Adventure Probe. (Neil Shipman need not apply, Tee Hee)

This will be a fairly irregular feature and will be sponsored by Megadodo Productions TM. So don't forget, let us know of your boobs!

THE GRUE! 64 County Road, Drmskirk, West Lancs, L39 1QH.

\*\*\*\*\*  
I have recently received the following information and as it is in line with our current policy of interviews with other adventure magazines around the world, I thought it might be of interest to you. The letter was smuggled to me via the Underground (Piccadilly Line to Cockfosters) from the 'Eastern Bloc'. For security reasons, there was no return address. The letter began:-

Dear Probes,

Pliss excuse mine, how you say "chicken" English, but I am feeling better all the time. My name is Helmut Schmidt and I write article for below-ground adventure paper called "Schmidts Schneiders". Catchy Ja? Ve enjoy it all the time. Ve do not get a lot of adventures in ze shops due to censorship, in fact ze only vay ve get them at all is from Smugglers. (Our local mail-Order Company). Our favourite rave right now, and has been for last 5 years, is called "Pig in Paradise" by Level 8. Zis gamen consists of you pretending to be a poor oppressed peasant (vatever zat is?) and trying to escape to Vest Berlin, zen posing as a Frenchman, you haff to emigrating to New Zealand. The game is in 2 halves, Parts 1, 2 and 3. I zink zat za plot is illogical but it is full of amazes. If you like amazes dis is goot, but I hate all those "tvisty little autobhans". Ja!

Part 1 sees you trying to get across za border wizout getting killed too many times, vell once actually, and zen entering Vest Berlin, you must steal a Video recorder and satellite receiving dish. You zen tune into BBC 'Allo-Allo'. Drop all except video tape and return across border to home. Spend six months vatching video and learn to speak fluent BBC French. Forge French passport and you are ready for part 2.

Part 2. Approach Checkpoint Charlie (who's he?) and say to Border Guard in perfect French, "Stind iside mein goot min, I im illowed to piss for I im French two-wrist". "Mine pissport is vilid ind mine photogriph is a close lookness". Zis must be typed in with precision or you are shot dead, several times. If you suck seed, you then enter the random end to zis light hearted romp.

Part 3. Either you escape to freedom and live happily ever after, or upon your arrival in New Zealand you are arrested as a French spy! I bet you vish you had as good as this in your country, Ja? I will write again when I am released.

BOB ADAMS (Oops, vot a give-away).

\*\*\*\*\*

**I N - T O U C H**

**AMSTRAD 464 SOFTWARE FOR SALE**

ADVENTURES: Armegeeddon Man £1. Dracula £1. Never Ending Story £2. After-shock £2. The Big Sleaze £2.  
ARCADE: Future Knight £2. The Gold Collection (6 games) £2.  
Or any 5 for £6.

All games posted 1st class Recorded Delivery. Postal Orders only please, no cheques, to:

A.G. WOODWARD, 36 Warwick Rd, St. Albans, Herts. AL1 4DL. Tel: (0727) 52744.

=====  
If any readers have any games for the Acorn Electron which they would be willing to sell or swap, would they please contact:

RICHARD WYATT, 49 Sycamore Ave, Bishopsmead, Tavistock, Devon, PL19 9NL.  
=====

**SOFTWARE FOR SALE**

FOR ATARI ST: Silicon Dreams £8. Tanglewood £10. FOR SPECTRUM (ARCADE) Ballblazer £3. All three are unwanted and unopened gifts. Also a large number of second-hand adventures, games, utilities etc for the BBC B and Electron going cheap. Please send S.A.E. for details to:

NEIL SHIPMAN, 1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ.  
=====

**BEEP! BEEP!**

Can anyone offer a good home to my roadrunner? He's fairly friendly but I'll let you have a cage as well. Why don't I want him any longer? Well, I've run out of food for him and he keeps annoying my German Shepherd dog.

All enquiries to: Wabewalker, White Door, Toadstool No.7.  
=====

**SPECTRUM SOFTWARE FOR SALE (All immaculate originals)**

Secret of St. Brides, Twin Kingdom Valley, Moron, Magic Mountain, Sindab & the Golden Ship, Return to Ithica, Rigel's Revenge, Temple of Vran, Colditz, Rifts of Time/Traveller - all at £1 each. The Press and Characters £2 each. Jack the Ripper, Shadows of Mordor - £3.50 each. The Pawn (128k only), GAC with GAC Guide - £8 each. Jewels of Babylon, Neverending Story (128k only), The Challenge/Davy Jones Locker - £2 each. Arcade games also available, ask for list.

Phone (0527) 71612 evenings for availability or write to:

NEIL TALBOTT, 31 Chadcote Way, Catshill, Bromsgrove, B61 0JU. (encl SAE)  
=====

**AMSTRAD SOFTWARE FOR SALE**

ADVENTURES: Seabase Delta, Fantasia Diamond, Rebel Planet, Spy-Trek, Forest at Worlds End, Heroes of Karn, Message from Andromeda, Jewels of Babylon, Venom, Shard of Inovar, Kobyashi Naru - £1 each. The Hobbit, Mordons Quest, Fourmost Adventures (3 Text adventures), The Sidney Affair - £2 each. Yes Prime Minister (Disc) £4. Lord of the Rings (Disc) £5. UTILITIES: GAC £5. ARCADE: Ghostbusters, Admiral Graf Spee, Gems of Stradus, Dr Scrimmes Spook School, Destructo Island, American Football, Video Poker, Samantha Fox Strip Poker, Supersleuth - £1 each. Firelord, Brides of Frankenstein, GFL Championship Football, Countdown (Quiz), Armegeeddon Man, Three Weeks in Paradise, Krackout - £2 each. Outrun, Killed until Dead - £3. Game Set & Match (10 Sport) - £4.

Please send payment with order OR your list of ADVENTURES you wish to exchange/sell to:

R.A. ADAMS, 81 Uplands, Welwyn Garden City, Herts. AL8 7EH.  
=====



SPECTRUM SOFTWARE FOR SALE

ADVENTURES: Sorcerer's Castle £1.25. Fourth Protocol £5. Seas of Blood £2. Lords of Midnight £2. ARCADE: Curse of Sherwood, Feud, Spellbound, Devils of the Deep - £1.25 each. Solid Gold £4.

WANTED: Multiface 3.

MIKE BRAILSFORD, 19 Napier Place, South Parks, Glenrothes, Fife. KY6 1DX  
Tel: 0592 757788

WANTED

I am interested in buying Commodore 64/128 Adventure Discs and Tapes. Anyone with these please write to the address below AIRMAIL. In the unlikely event of my not buying I would refund the postage. Anything I bought would be sent to my UK address (not here).

A.D. AINSLIE, Airwork Ltd, P.O. Box 1228, SEEB AIRPORT, Sultanate Of Oman

I would be very grateful for the following solutions: Tunnel Adventure (Public Domain), Catacombs, Not A Penny More, Fire Top Mountain, Troll Bound, Asylum, Red Hawk, Sword of Vhor (Duckworth), The Odyssey (Duckworth), Mountain Palace (Duckworth), Time Search (Duckworth), Macbeth 3 and 4, Causes of Chaos, Night of Walking Dead. VINCE BARKER, 4 Brae Head, Eaglescliffe, Stockton, Cleveland, TS16 9HP



HELP WANTED



"I am playing WITCHES CAULDRON on Commodore 64 but I find I can't change from Ape to Human can anyone please help?"

BRENDA TURNER, Chisel Mead, New Lane, Skircoat Green, Halifax, W. Yorks

"Can anyone please help me with BOOK 1 of SKELVULLYN TWINE? I am stuck at the tunnel."

NEIL TALBOTT, 31 Chadcote Way, Catshill, Bromsgrove, B61 0JU

"I own a Spectrum 48K+ and a Brother HR-5 printer. For word processing using any utility they both work fine. Using the GAC with the printer, however, I have so far drawn a blank. I just can't get it to operate (I use a Tasman Centronics interface), please can anyone help me?"

ERIC STEWART, 18 Vatisker, Back, Isle Of Lewis, PA86 0JS

"Please could someone help me as I can't get over the crevasse and I can't get out of the Tower in QUEST FOR THE GOLDEN EGGCUP?"

W. POMEROY, 18 Netherwood Rd, Norris Green, Liverpool, L1 5WN

"I have completed four dungeons in BARDS TALE II and only been able to complete the first two Snares Of Death and it is very frustrating. Could anyone please help me?"

RDD WHANNELL, 39 Esmonde Drive, Ilchester, Somerset, BA22 8JW

"I'm thinking of trying out a Role Playing Game (board game), but as I don't know the first thing about them, I wonder if anyone can recommend or know of any that would be a good beginners set for two or more people?"

MIKE BRAILSFORD, 19 Napier Place, South Parks, Glenrothes, Fife, KY6 1DX

The Saga of Macdon  
=====

The twin moons of the planet Ongar shone down on the figure of Macdon the Inedible as he lay some thirty feet above the ground curled up in the forked branches of a tree. A raft of leaves gave him both support and comfort, and as ever he was able to drift towards sleep with the thought that of all the races who inhabited the region known as Takeaway, by some genetic mutation he was the only one who could not be eaten by others. True, the occasional Numat would sniff expectantly in his direction, but it would then change course in pursuit of other prey as it perceived the loathsome smell that surrounded him.

Macdon turned around and around in his den until he was at last satisfied with his position, and prepared for slumber. He had a final glance down at the land below, a veritable warren of ferns that concealed all kinds of strange creatures, and then as usual he took a slightly spiteful look at the neighbouring nests of other members of his particular tribe, the Treeds as they were known. The solitary young males or the lonely elders did not bother him so much as the sight of the courting or assigned couples who lay, tails entwined, in the ecstasy of after-love. That was something that Macdon had never experienced. He had always had a problem with women. What attractive young female, he told himself sadly, could possibly be interested in an Inedible bachelor such as himself?

With a sigh he put his head on his outstretched arm and tried to console himself with the thought that, since he could not be eaten, he had more time than others in which to ensnare a mate. Perhaps the tribal wizard, Chance, could fix something up for him in the morning? Or perhaps, as was more likely, Chance would be too busy with the new travellers from over the Western hills who, even now, could be heard settling down on the ground on the side of a rocky hill about half a mile from Macdon and his tribe. On the ground! How would they protect themselves from Numats and, even worse, Loaths, those huge shambling creatures that only came out to hunt at night? Maybe the wizard would fix some sort of protection potion for them, if they managed to survive the night. He sniffed, and as the mournful cry of a wandering Numat echoed around the trees, slipped into a doleful sleep. He never liked to leave anything to Chance.

If he could have remained awake for a further five minutes Macdon would have seen how the travellers were going to ensure their safety. The hill, known as The Lug, was riddled with caves, and they were sleeping in some of those. At the entrance to each cave they lit a fire and posted a sentry, and not even the most fearsome of Loaths had ever been known to cross a fire. Chance, still awake in his own tree some fifty yards from Macdon, watched and observed with interest. "So they know the fire spell, then," he thought.

Also watching, in their own peculiar fashion, were the native inhabitants of the planet. These were called Ongars, though whether they were named after the planet or the planet named after them was lost in mythology. These strange beasts, three foot tall or thereabouts, covered in green fur and standing on their hind legs so that they always look as if they're about to fall over, with elongated snouts: rather like a pig's nose but some six inches long. Huge round red eyes, their body metabolism is such that blood is converted into alcohol and these unusual creatures are therefore permanently intoxicated. They live underground in extensive burrows, and have a peculiar gait when attempting to

walk: it is the 'one foot' walk, so that one foot is rooted to the floor while the other meanders around in an eccentric circular motion. Thus they never make any progress whilst giving the illusion of moving at high speed. When they really want to go somewhere they stop and sway for several seconds, then set off at a great rush at an angle of 45 degrees to the ground, stopping only when they bump into something and almost inevitably hurting their huge nose. Many was the time that Macdon, or some other of his tribe, had been hit by one.

How they managed to survive was a mystery to all, but one factor in their favour was their metabolism. Only very young Numats and Loaths caught and ate them, and that they only did once. The resulting hangover was too horrific to contemplate repeating the action.

With time, the various inhabitants of the Takeaway region fell into silence. The travellers in their caves, Macdon's tribe in the trees, the Ongars deep underground, while the hunting Numats and Loaths caught strange, un-named, creatures and carried them back to their dens. Nobody knew where these were, for none had been brave, or foolish, enough to follow them.

Macdon dreamed of a female Treed, and had a miserable night's sleep.

When he awoke the twin moons had set, and in their place was the pale yellow light of the sun. Like all suns it was referred to as Sol, although Macdon had no knowledge of other parts of the universe. His knowledge began and ended in Takeaway. He nibbled reflectively on a few leaves, longing for the berries of summer, and glanced nervously at the still sleeping form of Chance the wizard. Being a true wizard, his food was brought to him, and he had no need to scour among the trees. The various members of the Treed tribe who thought they owed him favours saw to that.

With the undergrowth free of Numats and Loaths until the evening, it was safe to descend to the ground. With casual ease Macdon swung his way down the side of his tree, and landed with a soft thud on the floor of the forest. Other Treeds were already moving around, gathering in food for the day (it didn't do to eat too much of the tree that supported you) and trying to dodge the early morning activities of those Ongars who had successfully woken up in an almost sober state. The forest was awash with cries and shouts, and Macdon stopped to listen to it. His long, hairy arms hung down by his side as he stood, head turning from side to side, ears constantly twitching at the variety of noises that met his ears.

His eyes followed the form of a female Treed, one as yet unattached. This he knew to be Sunblest, and to his eyes she was the finest creature that had ever walked upon Ongar. He never spoke to her, being Inedible, but his eyes almost devoured her as she pushed her way demurely through the ferns. From the way she walked it was obvious that she was aware of his gaze, but she never looked at him. He would have to speak to Chance before long.

A new noise reached his ears, as the travellers from over the Western hills began to come alive again. Dozens of them poured out of the caves of The Lug, known to Macdon as The Lug Holes, and stretched themselves in the early morning sun. Peculiar beings, thought Macdon, they lacked his own covering of fur for one thing, and were somewhat shorter and stockier in build than the average Treed. And as yet no-one knew their purpose in being there, why they had

travelled over the hills and what they wanted from Takeaway. Chance would find out soon enough, he told himself.

He continued browsing in a desultory kind of way, then turned round with a start as the sound of falling leaves and branches reached his ears. "Chance's up" he thought, the wizard not being renowned for his grace and elegance amongst the trees. He was right.

"Macdon!" shouted the wizard, heartily.

"Hello" replied Macdon. He never knew how to address the wizard first thing in the morning, his moods could be so unpredictable, although today he seemed in a rather better mood than usual.

"Well then" continued the wizard, striding towards the waiting figure of Macdon and shaking his hand when he reached him. "And how did you find yourself this morning?"

"Well," said Macdon, somewhat confused, "I just looked under a leaf and there I was."

The wizard laughed heartily. "Dear Macdon!" he cried, and put a friendly arm round his shoulders. "Come, let us visit the travellers from the west together." He started to pull Macdon along.

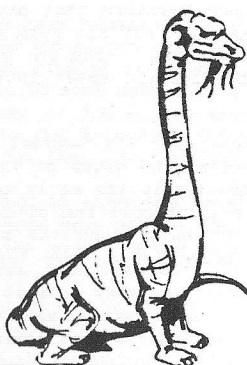
"W-w-wait!" stammered Macdon. "What do you mean, together?"

Chance removed his arm. "Together" he said, firmly. "Aren't you interested in them? I'm carrying a few spells, if that's what's worrying you." He patted his shoulder bag fondly as he spoke, causing Macdon to look at it and idly wonder what strange preparations it contained.

"Oh, very well then." Side by side, they strode towards the edge of the forest and the beginning of the march across open ground to the slopes of The Lug.

.....

*What will our two heroes find when they meet the travellers? Will Macdon ever be entwined with Sunblest? What is in Chance's spell bag? Read the next instalment of The Saga of Macdon ...*



ONLY JOKING...!  
By CHRISTOPHER HESTER

Q. What do Infocom plan to call the follow up to their game "Nord And Bert Couldn't Make Head Or Tail Or It"?

A. "Reviewers Couldn't Make Head Or Tail Of It Either!!"

Q. What's the biggest heavy metal band in Russia?

A. Red Zeppelin!

Q. Why did the headless chicken cross the road?

A. To get ahead!

Q. Why did the invisible man cross the road?

A. What invisible man? Where?

Q. Why did the hedgehog cross the road?

A. To commit suicide!

Q. What did the shipwrecked programmer say after five years alone on a desert island?

A. "Long time no 'C'!"

Q. Why do some people kill themselves after failing to solve the first part of Level 9's Knight Orc?

A. Because "Loosed Orc" costs lives!

Q. What is a pig's favourite Infocom adventure?

A. Pork I!

Q. What happens to Level 9's computers when they turn them off at night?

A. They have silicon dreams!

\*\*\*\*\*

GAC AND QUILL PROGRAMMERS

Due to pressure of work, Pat Winstanley can no longer continue with Pat's(Other)Patch and we are sad to lose her. But, all is not lost! If you have a problem or query about programming with either the GAC or The Quill please write in and let us know. Experts on both Quill and GAC programming are waiting to answer your questions either by letter, if you enclose SAE, and through the pages of Probe so don't suffer in silence, let us know how we can help! Anything from the first steps up to the more advanced techniques are no problem.

Don't forget to let us know which utility you have!

\*\*\*\*\*



## SERIALISED SOLUTIONS

IN DEPTH SOLUTION TO HITCHHIKERS GUIDE TO THE GALAXY - INFOCOM  
By THE WAYFARER played on AMSTRAD PCW 8512

### PART THREE

S to the Aft end of the Corridor, now comes the interesting bit, South of here is the Drive Chamber, you have to get through into the engine room. All the time the game is lying to you and trying to get you to reconsider as the room is "dangerous". S, you will be asked if you really want to enter, Y, Y, the game will try to get you to walk away from the door saying that you are making a wise decision not to enter. Well, it lied about the exit to port so why shouldn't it lie about the danger? S, when you are asked to reconsider do not type "N for no", you will find you travel to the north if you do that, S, and you are in the Engine Room. You have gained 25 points for entering the engine room, and your troubles are almost over. You are told that there is nothing to see. L and the game restates this. L and you at last find the truth, there are a rasp, pliers and a spare drive unit here.

GET RASP AND PLIERS, PUT RASP AND PLIERS IN THING, GET GENERATOR, N, N, W, to Galley where a Nutrimat machine is. There is a carton here, which contains a Bugblatter Beast Gun for shooting Beasts, GET GUN, PUT GUN IN THING, OPEN PANEL reveals a circuit board, for the moment just TOUCH PAD and the machine gives you a hot cup of Advanced Tea Substitute (ATS). Don't drink it, you need it as a source of Brownian Motion (Time Travel), and you will lose 30 points if you do drink it. GET ATS, E, U, EXAMINE DRIVE, EXAMINE PLOTTER, PUT DANGLY IN ATS, DROP ATS, PLUG SMALL PLUG IN SMALL RECEPTACLE, DROP DRIVE, DROP VECTOR. At this stage do not connect the large plug to the large receptacle as the plug will fuse when the switch is moved. You will also lose 30 points for using the spare drive in a non-emergency situation. MOVE SWITCH. You are now in Dark again, but unlike before you will be able to control it. Using ATS as a source of Brownian Motion you have a slow means of movement. Using real tea you will have a quicker means of movement. Therefore we need to find tea, to get the Nutrimat to produce it we need a different Interface (like the one which should have been in the box where the gun was). WAIT until smell disappears, SMELL Darkness and you find a shape is waving under your nose. EXAMINE SHAPE and you find yourself confronted by a ravenous Bugblatter Beast of Traal. Consulting the Guide about the Beast you find out that they are ferocious. Don't use the gun, it doesn't work. You will have to out think the creature, which proves fairly easy. The Beast is fairly illogical, it is calling for you to tell it your name. The reason is that it will carve your name onto its memorial to remember you after it has eaten you. E takes you from the Lair to the Outer Lair. The Beast follows you bellowing. SAY ARTHUR DENT, PUT TOWEL ON HEAD. The Beast thinks that if you can't see it, then it can't see you. (illogical isn't it?!) You have only a few moves before it realises its error and eats you. The Beast has already told you that it intends to eat you and then add your name to its remembrance list. The memorial is close and if you could carve your name the beast might think it had already eaten you (he really is that clever!) Some sharp stones lie near you, GET STONE, CARVE MY NAME ON MEMORIAL. The Beast thinks that it has eaten you in a moment of absentmindedness and settles down for a sleep. You are now safe from the Beast but have only a short time to accomplish what you came here for. REMOVE TOWEL, W, SW where lies the Interface, GET INTERFACE (which increases your score by 25 points), DROP STONE, NE and WAIT until the Beasthunters arrive and carry you off. When you enter Dark you will have an asteroid chipper, put it in the thing as quickly as possible or it will disappear as suddenly as

it arrived, never to be seen again. When you enter Dark, WAIT for hearing not to be listed and then check that the drive sounds above you, LISTEN, S, S, U, and you are back on the bridge of the Heart of Gold. PUT CHIPPER IN THING, D, W, to the galley, where it becomes apparent that your careless keystrokes have caused a major inter-planetary incident. There is no way that you can avoid this, don't worry about it as all will become right if you fed the dog. (The space fleet dispatched against Earth is moved by your kindness and changes its warlike intent.)

REMOVE BOARD, INSERT INTERFACE IN MACHINE. If you EXAMINE BOARD you will find that it has lots of switches that you can play with to your heart's content without achieving anything. It also has very small writing which can only be read with a magnifying glass, and which tells you that the whole board is purely a spoor. TOUCH PAD and WAIT until the machine makes real tea. The process ties up the ships computer and neutralises the defences. Nuclear missiles are launched from the planet and you have eight turns to stop them or the ship is destroyed. E, U, PUT LARGE PLUG on the spare drive IN THE LARGE RECEPTACLE on the console, MOVE SWITCH and the Improbability Drive turns the missiles into a sperm whale which plunges towards the planet surface, Zaphod, Trillian and Ford come out of the sauna and congratulate you on a great job, before returning to the sauna. D, W, GET TEA (notice that this automatically drops the No Tea, whilst taking the ATS does not), E, U, GET ATS, REMOVE DANGLY, PUT DANGLY IN TEA, DROP ATS, DROP TEA, MOVE SWITCH, and you are back in Dark, WAIT, until one of the senses is not listed, LOOK AT DARK, EXAMINE LIGHT (at the back of the eyes in this case), TURN ON AUTO PILOT, STEER TO CLIFFS, STEER TO ROCKS, STEER TO CLIFFS, after three collision course headings the auto pilot takes over and steers you to the south of the ceremonial dais, SEARCH SEAT, GET FLUFF, KEY, OPEN BOX WITH KEY, GET WRENCH, GLASS. These items will transfer to the Heart of Gold with you, but for the moment you are Zaphod come to launch the ship and carry out a daring plan to steal it, GET UP, N, MAKE SPEECH, WAIT with the crowd cheering wildly at your every move (they think you are a great guy) until Trillian grabs you and holds a blaster to your heads, GUARDS, DROP RIFLES. If you try and board now they will get their rifles back and shoot you and Trillian. So TRILLIAN, SHOOT RIFLES, E on to the ship where everything becomes Dark. You have gained another 25 points for stealing the Heart of Gold. WAIT for hearing not to be listed and then check that the drive sounds above you, LISTEN, S, S, S, D and you are at the hatchway that you boarded by on Damogran. GET ALL gives you the seat fluff, key, glass, wrench. U, N, U, and you are back on the bridge of the Heart of Gold. DROP KEY AND FLUFF, PUT GLASS AND WRENCH IN THING, MOVE SWITCH and WAIT for feeling to disappear. The feeling you are waiting for is warm and squishy, FEEL DARK. When the prompt tells you that it feels warm and squishy TASTE LIQUID, and you realise that you are in the stomach of the sperm whale heading for the planet surface. You will note that there is a flower pot here, GET POT. You cannot have all of the tools in the thing when you try to save the pot from the sperm whale crashing onto the planet. PUT POT IN THING, WAIT until the sperm whale crashes. You are now back in Dark. WAIT for hearing not to be listed and then check that the drive sounds above you, LISTEN, S, S, U, and you are back on the bridge of the Heart of Gold. GET POT, DROP POT, CONSULT GUIDE ABOUT FLUFF and you will be told a legend of four types of fluff which if reunited will produce fruit under certain conditions. MOVE SWITCH and you are again in Dark. WAIT until feeling disappears, FEEL DARK and you are told it is cold, wet and squishy. TASTE LIQUID and you find that it is a glass of wine and you are at a party on Earth. WHO AM I reveals that you are Trillian.

TO BE CONTINUED.....

\*\*\*\*\*

## HINTS AND TIPS

### BARD'S TALE

By SANDRA SHARKEY played on Atari ST

#### SOME STAIR/PORTAL CO-ORDINATES

Sewer Level 1 ..... N18 E17 (up) ..... N17 E14 (down)  
Sewer Level 2 ..... N17 E14 (up) ..... N21 E11 (down)  
Sewer Level 3 ..... N21 E5 (up) ..... N16 E17 (long way up)

#### MAD GOD'S NAME IS TARJAN

Catacombs Level 1 ..... N15 E16 (down)  
Catacombs Level 2 ..... N8 E11 (down)  
Catacombs Level 3 ..... N8 E11 (up)  
YOU NEED THE EYE FROM THE CATABOMBS BEFORE GOING INTO THE CASTLE  
Castle Level 1 ..... N19 E0 (up) .....  
Castle Level 2 ..... N19 E19 (up) ..... N19 E0 (down)  
Castle level 3 ..... N19 E19 (down)

Must be carrying the eye when fighting statue to be teleported.  
You can now enter Kylearan's Tower.

=====

### DUSK OVER ELFINTON played on SPECTRUM

In part two: The answer to the Anagram door which has a message spelled AEIMPRTW is TIME WARP. You must DIVE once in the Pool in order to find the Ankh. Go North 10 times in the desert to find the Monolithic Idol. Don't waste time on the Cart Track to the Castle and the Mountain Path blocked by a boulder - they are both useless dead ends.

### FORGOTTEN CITY played on SPECTRUM

On completion you are given a code to enter after loading a short 'Final Effect' programme - which actually appears to be a faulty loading screen. At the end of the game the code is given in incorrect order - you should enter 0A76 E6K2 8X9J leaving one space between each group of four.

By JOHN SCHOFIELD

=====

### MANSION QUEST

Problems with the trapdoor in the alcove?  
Some buttons can have two different uses if you've got enough patience to avoid death by drowning.

### PRINCE OF TYNDAL

If Eldin keeps refusing something he knows is dangerous to him, put it in one of his personal possessions.

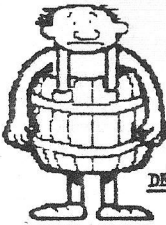
### MORDON'S QUEST

Patience is all you need to get up in the Well-shaft

By SILVIA JANSSEN played on SPECTRUM

\*\*\*\*\*





## Objects And Their Uses



DESERT ISLAND - OBJECTS AND USES. (BY A.W. BALDWIN).

1. IRON BAR Use it to open Jammed locker on launch.
2. FISHING ROD Hook out the keys from the rock pool.
3. ROPE Tie it to the harpoon.
4. HARPOON GUN Fire it to lodge the harpoon (with rope attached) in the top of the boulder blocking the path, so that you can climb up it.
5. BUNCH OF KEYS One unlocks the gate to the old army camp.
6. LARGE KEY Unlocks the gate to the scrap vehicle compound.
7. JEEP Get in and examine it to find screwdriver.
8. TORCH Feel beam in hut to find it. Light it to see planks and a spade.
9. SKELETON Examine the belt to find a blunt knife.
10. BENCH IN WORKSHOP Examine it to see whet stone and toolbox.
11. WHET STONE Use it to sharpen knife.
12. TOOLBOX Remove screws with screwdriver.
13. HAMMER, NAILS, PLANKS. To repair wooden bridge.
14. SHARP KNIFE Cut a piece of rubber tubing from the still in the hut across the bridge.
15. LADDER To climb up to the trapdoor in the rest room.
16. HACKSAW To cut the rusty lock securing the trapdoor.
17. PETROL CAN Siphon petrol out of the staff car into the can using the piece of rubber tubing.
18. STAFF CAR Get in and read book to learn of door behind Coca-Cola Machine.
19. SPADE Dig at the east beach to find a rusty spanner.
20. DESK IN C.O'S OFFICE Open drawer to find some matches.
21. COCA-COLA MACHINE Use spanner to remove bolts holding it down and move it to see the door. Pour petrol round bottom of door and light it with matches to burn door down.
22. GRILL Slide bolt to open it, and climb out with diesel fuel.
23. DIESEL FUEL Fill the tank on the launch and start engine.

# GETTING YOU STARTED

## BEAUTIFUL DREAMER

(You start in bed) GET UP, EXAMINE BED, GET BLANKET, OUT, FORWARDS, CLEAN SINK, GET COTTEN, OUT, SIDEWARDS, EXAMINE ROOM, CLIMB ROPE, E (into space), HITCK HIKE, (you are picked up by a Ford Andromeda G.L. Space Tourer piloted by a Cactus), EXAMINE CACTUS, GET NEEDLE, PRESS BUTTON, DOWN, MAKE CLOTHES, GO HOLE, WEAR TOGA, GET WINGS, WEAR WINGS, SOUTH (heaven), DROP WINGS (Purgatory), GET QUILL.....

## RED LION

N, E, SEARCH RIVER, EXAMINEMUD, GET GOLD, W, S, W, N, S, S, GIVE GOLD (in return you will get some powder), EXAMINE POWDER (it's blue and has a drowsy smell), N, W, S, W, EXAMINE DEAD WARRIOR, SEARCH WARRIOR, GET CLOAK, E, N, E, E, SEAR CLOAK, E, S, PUT POWDER IN WINE, WAIT (until the chief snyzer drinks the wine), GET KEY, N, N, W, N, EXAMINE TREE, PULL BRANCH (an entrance to the east is revealed), E.....

## FAIRLY DIFFICULT MISSION

EXAMINE RUBBISH, GET ENVELOPE, OPEN WARDROBE, GET SHOES, GET BEAR, ENTER WARDROBE, GET PAPER, GO OUT, LOAD GAME, EXAMINE MAGAZINES, GET MAGAZINE, READ IT, WAIT (until you meet Derek), GET KEE, UNLOCK CHEST, SAY TO DEREK "AWFUL".....

## TRIAL

N, N, W, DOWN, GET LADDER, DOWN, TALK MAN, UP, UP, N, N, E, N, DOWN, E, MOVE TABLE, DOWN, EXAMINE BRICK, PULL STONE, GET GOLD KEY, DOWN, DOWN, SE, S, E, SE, S, TALK MAN, SE, SW, W, N, N, N, N, W, GET SPADE, E, S, S, S, S, SE, GET BOAT, NW, W, W, NW, GET BAG OF MONEY, SE, S, UP, UP, EXAMINE BOX, OPEN CHEST, GET EYE RING, S, ENTER CAVE, GET EMERALD, EXIT CAVE, W, WEAR EYE RING, CLIMB LADDER, GET ION CRYSTAL, CLIMB DOWN.....

by RICHARD BATEY played on SPECTRUM

\*\*\*\*\*

## PRECISION CORNER

### MINDSHADOW

Keep getting shot in your own room?  
DUCK

### TERRORMOLINOS

To put the flashcubes in camera: FIT CUBES.

### DEVIL'S ISLAND

To get rid of the guard's body in the cookhouse:  
OPEN CHUTE, PUT GUARD, YES, CLOSE CHUTE

Keep getting caught by the searchlight?  
EVADE SEARCHLIGHT

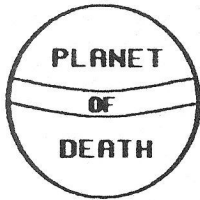
### DESERT ISLAND

In the dark hut: FEEL BEAM

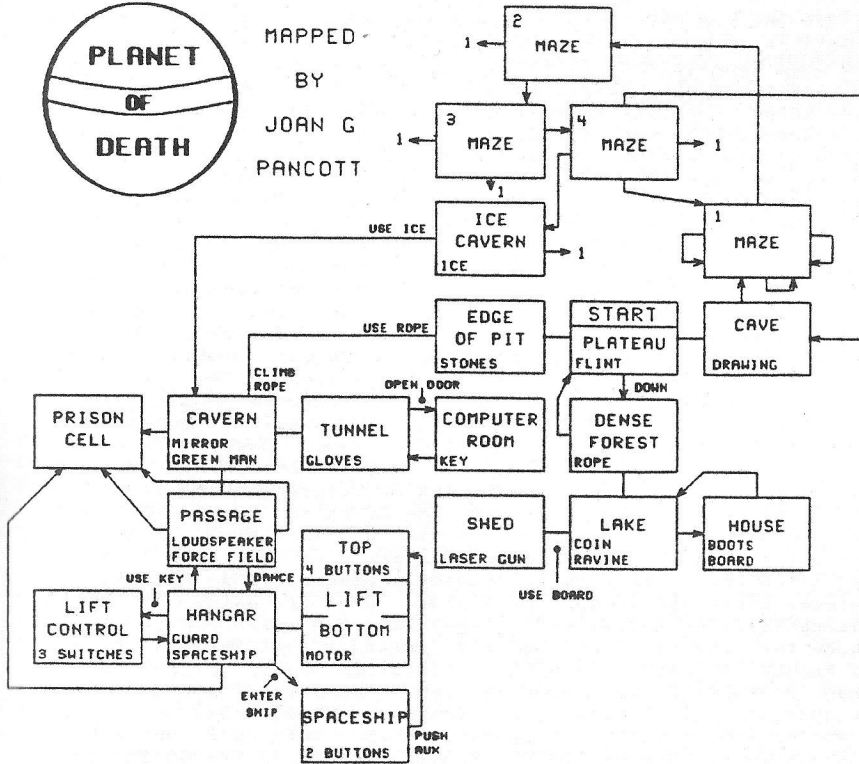
By SILVIA JANSSEN played on SPECTRUM

\*\*\*\*\*

# Solution Of The Month



MAPPED  
BY  
JOAN G  
PANCOTT



Start A. Get flint, d, use flint, get rope, s to Lake and Ravine, e to Strange House, get board, n to Lake and Ravine, use board (are in a Shed), get laser gun, use board to Lake and Ravine, n, w, w, to Edge of Pit, use rope (In Cavern).

OR

Start B. D, s to Lake and Ravine, e to Strange House, get board, n to Lake and Ravine, use board (In Shed), get laser gun, use board to Lake and Ravine, n, w, e, n to Maze, n, s, e, w to Ice Cavern, get ice, look and see slope, use ice (In Cavern).

Cavern. E, get gloves, wear gloves, open door (in Computer Room), get key, w, w to Cavern, get man (Green), drop man, use laser, get mirror, s to Passage (Force Field and Dance Music from loudspeaker), field laser, field laser, dance (In Hangar), e to Lift, get motor, w, use key (In Lift Control), push 3, push 2, push 1, e to Hangar, enter ship, push AUX (Ship Hovering in Lift), PUSH FOUR.

Not needed, but get boots, wear boots, enter Lake and you have a Coin.

## SOLUTIONS

The following solutions or hint sheets are available from Probe at 25p per solution (this is to cover the costs). (H) Indicates hint sheet only. New additions in Capitals. Small amounts can be sent in stamps.

AZTEC-HUNT FOR THE SUN GOD. Avior. Angelique. An Everyday Tale Of a Seeker Of Gold. Altair Four(H). Aztec Tomb Pt 1. Arrow of Death Pts 1 & 2. Arnold Goes Somewhere Else. Atalan. Amazon. Apache Gold. Alien. Aftershock. Adventureland. Adventure Quest. Adventure 100. THE BEAST. Bureaucracy. Border Harrier. Bulbo and the Lizard King. Book of the Dead. Beetle Quest. Ballyhoo. The Boggit. The Beer Hunter. The Big Sleaze. Blade of Blackpoole. Borrowed Time. Buckaroo Banzai. Brawn Free. Black Fountain. Barney Brown and the Chicago Connection. The Black Knight. Bugsey Pts 1 & 2. CASTLE EERIE. CASTLE THADE REVISITED. Computer Adventure. Crystal Quest. Cursed be the City. Crown of Ramhotep. Colossal Cave Adventure(H). The Challenge. Castle of Riddles. Classic Adventure. Crystals of Carus. The Cup. The Castle. Castle of Terror. Crystal Cavern. Citadel. Claws of Despair. The Curse. Custerds Quest. The Crystal Frog. Cracks of Fire. Colour of Magic. The Count. Castle Colditz. Colditz. Cloud 99. Castle Blackstar. Cutthroats. The Case Of The Mixed-Up Shymer. Castle Thade. Castle Adventure. The Calling. Crimson Crown. Circus. The Canasto Rebellion. Castle of The Skull Lord. Crystal of Chantie. DUSK OVER ELFINTON. DEJA VU. DON'T PANIC - PANIC NOW! DUNGEONMASTER. DOMES OF SHA. Dark Planet. Double Agent. Devil's Island. Desert Island. Dragonscrypt. Dr Jekyll & Mr Hyde Pts 1&2. Dodgy Geezers. Dragon's Tooth. Demon from the Darkside. Diamond Trail. Danger Mouse in the Black Forest Chateau Pt 1. Denis Through the Drinking Glass. Dragon of Notacare. Dungeons, Amethysts, Alchemists 'n' Everythin'. Dracula. Deadline. Dungeon Adventure. Dragon Slayer. The Dallas Quest. Earthbound. El Dorado. Earthshock. Escape. Escape from Khoshima. Energem Enigma. Espionage Island. Excalibur. Eye of Bain. EYE OF VARTAN. Eureka (5). The Enchanted Cottage. Empire of Karn. Erik the Viking. Echanter. Escape from Devil's Island. FRANKENSTEIN PT1. FIRELANCE. FAIRLY DIFFICULT MISSION. FORGOTTEN CITY. Flook Two. Future Tense. Football Frenzy. Fuddo & Slam. Fantasia Diamond. The Fourth Sarcophagus. Four Minutes to Midnight. Final Mission. The Forest at Worlds End. FISTFULL OF BLOOD CAPSULES. THE GODS OF WAR. Galaxias. Ghost Town. Greedy Gulch. Gnome Ranger. The Guild of Thieves. Gremlins. Green Door. Golden Baton. Ground Zero. Golden Voyage. The Golden Mask. Golden Apple. THE HERMITAGE. Himalayan Odyssey. Heroes of Karn. Hollywood Hi-Jinks. The Hulk. Hammer of Grimmold. Heavy on the Magik. Hitchhikers Guide to the Galaxy. Haunted House. The Hobbit. The Hobbit Deluxe (Disk Version). He-Man and the Masters of the Universe. Hunchback. House of the Seven Gables. Hospital Adventure. The Helm. H.R.H. Hexagonal Museum. Introduction Adventure (Tartan 6-in-1). The Institute. Inspector Flukeit. Infidel. Imagination. Invincible Island. The Inferno. Inca Curse. Ice Station Zero. JINXTER. Jade Stone. Jolly Duplicator. Jewels Of Babylon. Jack and the Beanstalk. Jack the Ripper. KNIGHTMARE. KING ARTHUR'S QUEST. Knight Orc. Kentilla. Karyssia. The Knights Quest. THE LABOURS OF HERCULES. Lapis Philosophorum. Lifeterm. The Lurking Horror. Leather Goddesses of Phobos. Lord of the Rings. The Lords of Time. The Lost Crystal. The Lost City. Lords of Midnight. Loads of Midnight. Legecy. MINDWHEEL. MANSION QUEST. MATCHMAKER. MUTANT. Mindbender. Mindshadow. The Mutant Spiders. Mystery Island. Mandarin Murder - Perry Mason. Murder on the Waterfront. Murder off Miami. 1942 Mission. Matt Lucas. Merhownie's Light. Molesworth. Myorem. Monster. Mordon's Quest. The Mural. Mystery Funhouse. Mountains of Ket. Monroe Manor. Miami Mice. Message from Andromeda. Marie Celeste. Magic Mountain. Mafia Contract II.

Moron. Moonmist. Ninja. Nightmare Planet. Necris Dome. Nine Princes In Amber. Nythyhel. Nova. Neverending Story. Open Door. Orbit Of Doom (H). The O Zone. One Dark Night. The Odyssey of Hope. PETE BOG. The Pen And The Dark. Pharoah's Tomb. Pirates Gold. Project X/Microman. Planet Of Death. Pirate Adventure. The Pay-Off. The Philosophers Stone. Play it Again Sam. Prospector. Plundered Hearts. The Pawn. Planetfall. Pilgrim (H). Perseus & Andromeda. Prince of Tyndal. QOR Pt1. Quest For The Holy Grail. The Quest Of Merravid. Quan Tulla. Questprobe III. Quest for the Golden Eggcup. REALM OF DARKNESS. RED DOOR. Red Moon. Rescue From Doom. Ring Of Power. Return To Ithica. Rigel's Revenge. The Rising of Salandra. Rebel Planet. Return of the Joystick. Return to Eden. Robin Of Sherlock Pt1. Robo City. Rogue Comet. Ruby Runaround. SHADOWGATE. SPYCATCHER. SEAS OF BLOOD. SHIPWRECK. Subunk. Stranded. Smuggler's Inn. Suds. Spoof. Skelvullyn Twine Pt1. Stainless Steel Rat Saves The World. The Swamp. The Shard of Inovar. The Snow Queen. Ship Of Doom. Satcom. Se-Kaa Of Assiah. Sea Of Ziron. Seabase Delta. The Secret Of Bastow Manor. Secret Mission. The Shrewsbury Key. Sinbad And The Golden Ship. Spiderman. Suspended. Seastalker. Starcross. Stationfall. The Secret of Life. Stoneville Manor. Sorcerer. Sorcerer of Claymorgue Castle. Souls of Darkon. The Serf's Tale. Spellbreaker. Sherlock (Melbourne House). Secret of St Brides. Savage Island Pts 1 & 2. Snowball. Spytrek. Star Wreck. Scroll of Akbar Khan. Search for Terrestrial Intelligence. Shadows of Mordor. S.M.A.S.H.E.D. Sharpes Deeds. Serpent from hell. TEMPLE OF TERROR. Time Traveller. Treasure. Terrormolinos. Top Secret. Temple Terror. Ten Little Indians. Temple Of Vran. Theatre Of Death. Theseus And The Minotaur. The Time Machine. Time Quest. Tracer Sanction. Transylvania. Treasure Island. Trial Of Arnold Blackwood. Twin Kingdom Valley. Tower of Despair. Trinity. Twice Shy. THE UNINVITED. Ulysses and the Golden Fleece. Urban Upstart. Upper Gumtree. VIRUS. Velnor's Lair. Volcano Of Raka Tua. Voyage To Atlantis. Valkyrie 17. Vera Cruz. Voodoo Castle. WIZARD'S WARRIOR. WITCHES CAULDRON. WARLORD. WITCH HUNT. White Door. Wizard's Challenge. Wizard's Orb. Worm In Paradise. Wishbringer. Winter Wonderland. Wychwood. Wolfman. Woods Of Winter. Will O' The Wisp. Wise And Fool Of Arnold Blackwood. Wizard Of Akyrz. Witness. Xanadu. The Zaracon Mystery. Zork I. Zork II. Zork III. Zodiac (Incentive Software). Zodiac (Tansoft). ZZZZ.

If you would care to send in your solutions to Probe, these will be very much appreciated and will help your fellow readers. Your name will also appear in the Hall of Fame.

\*\*\*\*\*

#### DEFINITION OF ADVENTURING

by PAUL CARDIN

Adventuring is like assuming the role of World Leader:

You can:

- Defend yourself with the latest in laser technology,
- Put your foot in it repeatedly,
- Snuff out life without conscience or regret,
- Spend an enormous amount of money,
- Interfere in the affairs of Alien cultures,
- Incur no blame for your deplorable actions,
- Unite with like-minded souls to achieve your aims,
- Press a single button to end it all,
- Sleep soundly in your bunker(?)

\*\*\*\*\*



KINGS AND QUEENS OF THE CASTLE



If you write to one of our Kings or Queens for help, please don't forget to enclose a S.A.E.

STEVE LODDY, 5 Felix Rd, Felixstowe, Suffolk, IP11 7JD. (SPECTRUM)

Castle Blackstar, Classic Adventure, El Dorado, Emerald Isle, Erik the Viking, Espionage Island, Eye Of Bain, Golden Apple, Ground Zero, Hampstead, Hobbit, imagination, Inca Curse, In Search Of Angels, Invincible Island, Kentilla, Kobyashi Naru, Life Term, Lords of Time, Mountains of ket, Price of Magik, Prehistoric Adventure, Quest for the Holy Grail, Red Moon, Return to Eden, Rigel's Revenge, Robin of Sherlock, Seabase Delta, Serf's Tale, Sherlock, Ship of Doom, Snowball, Sorcerer of Claymorgue Castle, Subunk, Temple of Vran, Terrormolinos, The Boggit, Urban Upstart, Valkyrie 17, Velnor's Lair, Very Big Cave Adventure, Worm In Paradise, Fourth Protocol. Help also given on Gnome Ranger Pts 1 & 2, Jewels of Darkness and Karyssia.

MIKE BRAILSFORD, 19 Napier Place, South Parks, Glenrothes, Fife, KY6 1DX. (SPECTRUM)

Rigel's Revenge, Excalibur, Gnome Ranger Pts 1 & 2, Mafia Contract 1 & 2, Zacaron Mystery, Jack and the Beanstalk, Enchanted Cottage, Jack the Ripper (1,2 & 3), Hammer of Grimmold, Castle Thade Revisited.

SILVIA JANSSEN, Wilhelminastr. 1, 604g Aj Herten, Holland. (SPECTRUM)

Africa Gardens, Castle Blackstar, Castle Eerie, Devil's Island, Escape, Eye of Bain, Madcap Manor, Marie Celeste, Message from Andromeda, Mindshadow, Mordon's Quest, Prince of Tyndal, Smugglers Cove, Supergran.

JOAN PANCOTT, 78 Radipole Lane, Weymouth, Dorset, DT4 9RS. (AMSTRAD)

UPDATED LIST: Cursed be the City, Guild of Thieves, Hunchback, Knight Orc, The Lost Pairious parts 1, 3 and 3, Scary Tales, Sorcerer and S.M.A.S.H.E.D.

PHILIP REYNOLDS, 36 Grasmere Rd, Royton, Oldham, Lancs, OL2 6SR. (AMSTRAD)

Haunted House, Nova, Seabase Delta, Dungeons, Dragons, Alchemists etc, Escape from Khoshima, Colossal Caves, Adventure Quest, Dungeon Adventure, Snowball, Black Fountain, The Pawn, Leather Goddesses of Phobos.



\*\*\*\*\*



BUGS AND AMUSING RESPONSES

STATIONFALL by NEIL SHIPMAN played on Atari ST

Try kissing robots and creatures, cleaning things (including Floyd) and typing help.

SPELLBREAKER by NEIL SHIPMAN played on Atari ST

Look under The Rock on the plain! Well, it brought a smile to my lips!

DEVIL'S ISLAND by SILVIA JANSSEN played on SPECTRUM

Take the gun after you've put the guard down the chute, otherwise it won't be loaded!

GNOME RANGER PT 1 by MIKE BRAILSFORD played on SPECTRUM

Try "Goto Back Door" when you are in the Witches garden!

\*\*\* MANDY'S HOTLINE \*\*\*

If you have any queries about Probe, subscriptions or would just like to chat then give me a ring on 0492 77305. I will be available at all reasonable hours but please try to telephone before 10pm.

\*\*\*\*\*



TELEPHONE HELPLINES



SPECTRUM

- Alf Baldwin - Tel: 0452 500512 Mon to Sat 10am to 5pm
- Mike Wade - Tel: 0642 763793 Mon to Fri 6pm to 7pm
- Jack Higham - Tel: 0925 819631 Fri to Mon 7pm to 10pm
- Walter Pooley - Tel: 051 9331342 Any reasonable time.
- Doreen Bardon - Tel: 065 382509 Sun to Sat 3pm to 10.30pm
- Mike Brailsford - Tel: 0592 757788 Sun to Sat 10am to 10pm

MORE THAN ONE MACHINE

- Graham Wheeler - Tel: 0225 26919 Sun to Sat 10am to 12pm

AMSTRAD

- Doug Young - Tel: 01 6815068 Mon to Fri Evenings  
Weekends/anytime.
- Joan Pancott - Tel: 0305 784155 Sun to Sat Noon to 10pm
- Isla Donaldson - Tel: 041 9540602 Sun to Sat Noon to 12pm
- Nic Rumsey - Tel: 0323 822737 Sun to Sat 6pm to 9pm

BBC

- Barbara Bassingthwaighte - Tel: 0935 26174 Sun to Sat 10am to 10pm
- Barbara Gibb - Tel: 051 7226731 Any evening from 7pm

COMMODORE

- Reg Lilly - Tel: 0392 215521 Thu to Tue 6pm to 12pm

THE INNKEEPER'S HELPLINE

The Innkeeper together with his slave Allan will help struggling adventurers on a rota basis. Telephone: 01 482 6209 times as follows:



THE SLAVE (Allan)	THE INNKEEPER
Tuesday - 8pm - 10pm	Monday - 8.30pm - 10pm
Thursday - 8pm - 10pm	Wednesday - 9pm - 10pm
Saturday - 4pm-6pm & 8pm-10pm	Sunday - 8.30pm - 10pm

!!! THE ULTIMATE INFOCOM HELPLINE !!!

If you need help with an Infocom adventure then who better to help you than A GRUE! Ring The Grue on 0695 73141 between 7.30 to 9pm MON to FRI. Or write to 64 County Road, Ormskirk, West Lancs, L39 1QH. Please remember that The Grue will give help on INFOCOM ONLY!

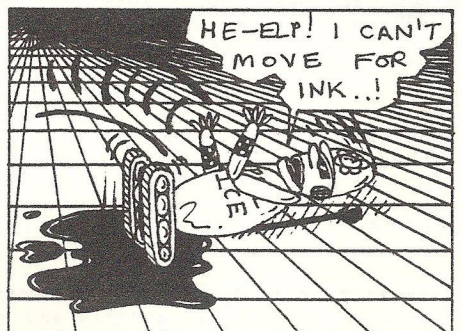
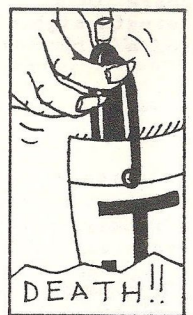
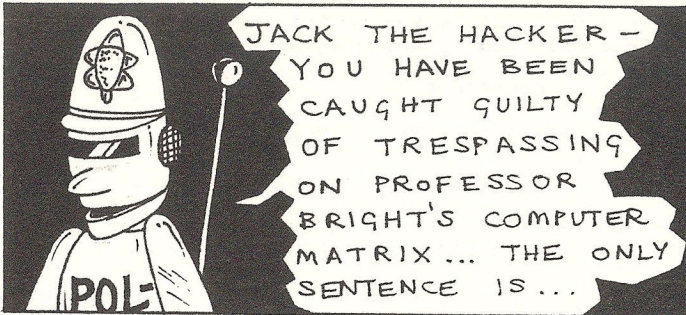
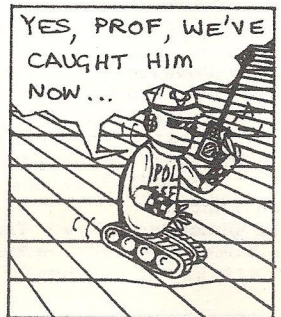
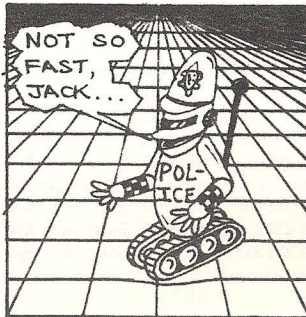
PLEASE ONLY RING AT THE TIMES SHOWN

\*\*\*\*\*



# Jack THE hacker!

©1988 -  
DRAWN BY  
CHRISTOPHER  
HESTER



MORE NEXT MUNE..